TROUBLE SHOOTING!

とらぶるしゅーてぃんぐ

さぁくる

万事快調!!ノはん

[1] ***[Scans & Translation]***
Skogur

[2] ***[Layout & Design]***
Les

TROUBLE SHOOTING!

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さぁくる
万事快調!!ノはん

Yo! It's been a long time. This time, I'm excited to present a book about "Mischief Makers". Wow, this game truly felt cursed during development — a continuous barrage of trouble scattered among everyone involved. Looking back, I realized I was causing a lot of struggles for my co-workers, and it made me think I should've treated them better. Personally, my workload wasn't massive since I was just an assistant, but it was wild how many things and people seemed to disappear from other departments, the company, and my own surroundings. I even got to work on this at a lot of different places outside our office during production, which was crazy.

Anyway, getting back to the point, my main role this time was assisting with character design. Because of this, the book's content had to be structured solely around the rough illustrations and sketches I made, which was a very tough situation. It wouldn't be an exaggeration to say that this whole book was made almost entirely from Marina's sketches! In reality, the game's true story and settings were all in the head of our lead programmer, so there were no actual images of his thoughts to include. And since all the game's animation was done in CG, my sketches are really all the material there is. So, if anything, this book should be seen less as "THE Mischief Makers Book" and more as a collection of my drawings and thoughts about my work.

Well, with that said, I hope that both those who played Mischief Makers and those who haven't can enjoy this. And to those who haven't played the game or don't even own a Nintendo 64 but still picked up this book, you have my sincere thanks! I look forward to your continued support.

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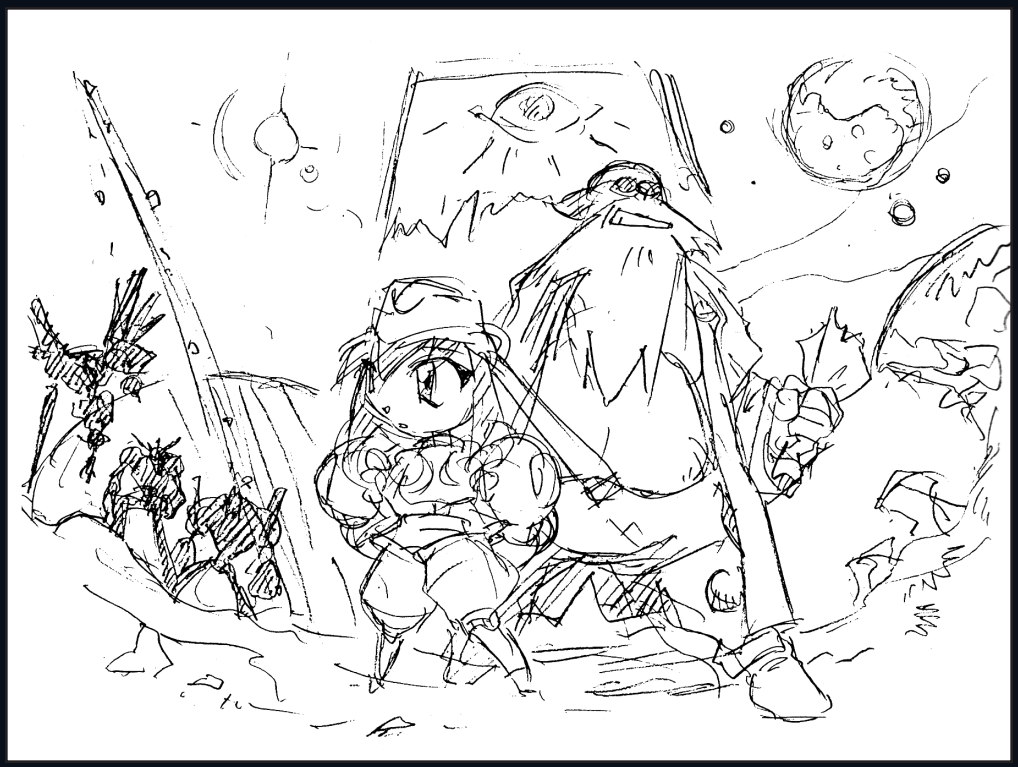
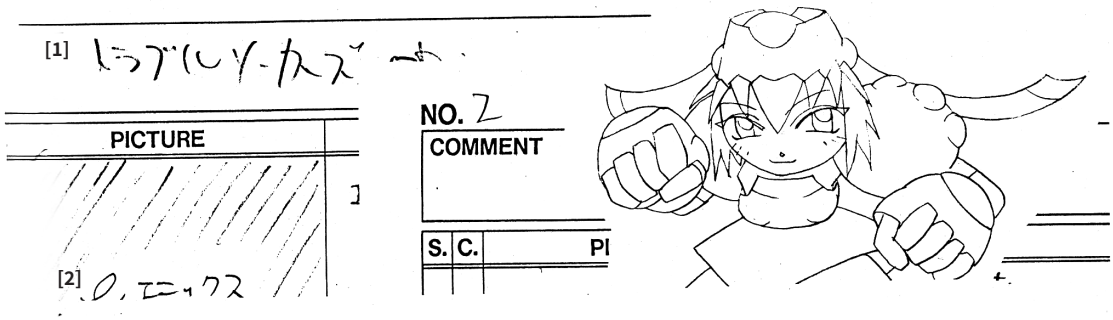
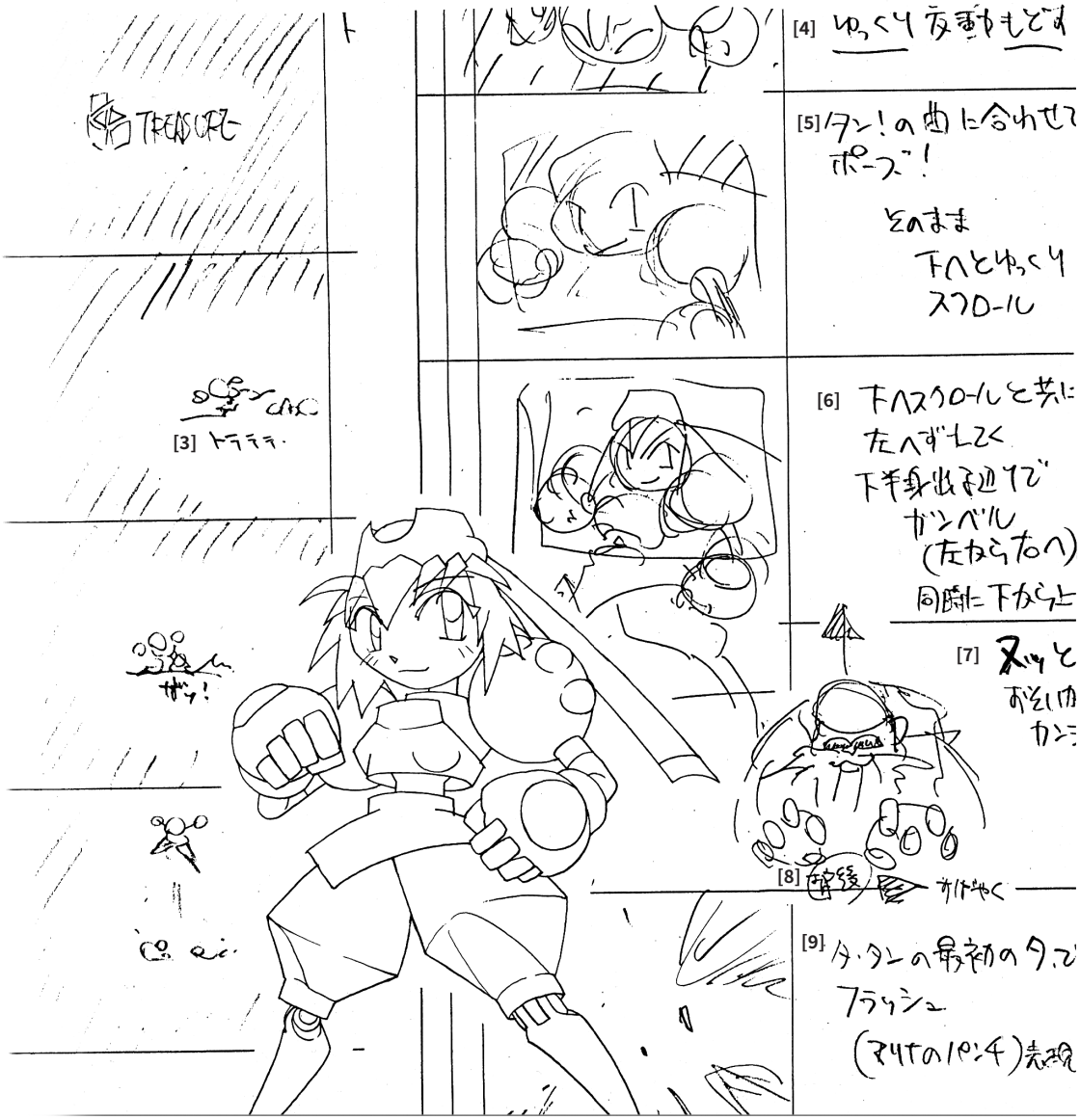
OPENING

オープニング





Draft storyboard for the opening. In the end, there wasn't enough time to check the timing and movements... With actually being involved with this, I feel a bit guilty that it was my responsibility to finish it properly. It was really nothing but trouble.



[1] *Mischief Makers Opening*

[2] *Enix*

[3] *Totetete (Steps)*

[4] *Slowly pushes up*

[5] *Pose in time with the sound/music! Camera starts scrolling down*

[6] *While scrolling down, Theo appears from the left and moves to the right*

[7] *Moves smoothly Perhaps slowly*

[8] *Behind her back ➡ quickly*

[9] *A flash matching the corpus of the opening (Marina's Punch)*

[1] ***[Unclear, possible meaning]*** *Marina slightly downward*

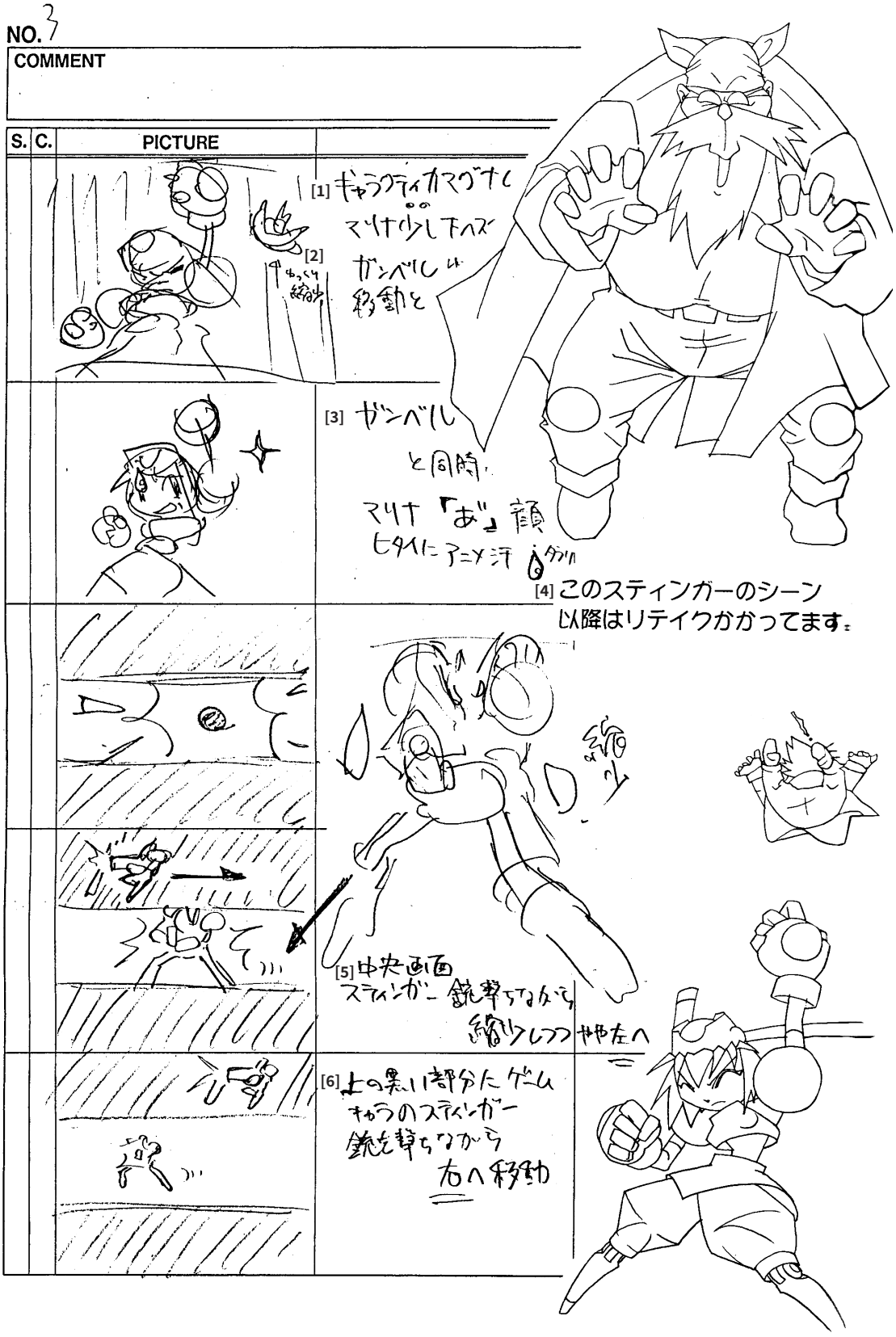
[2] *Slowly shrink*

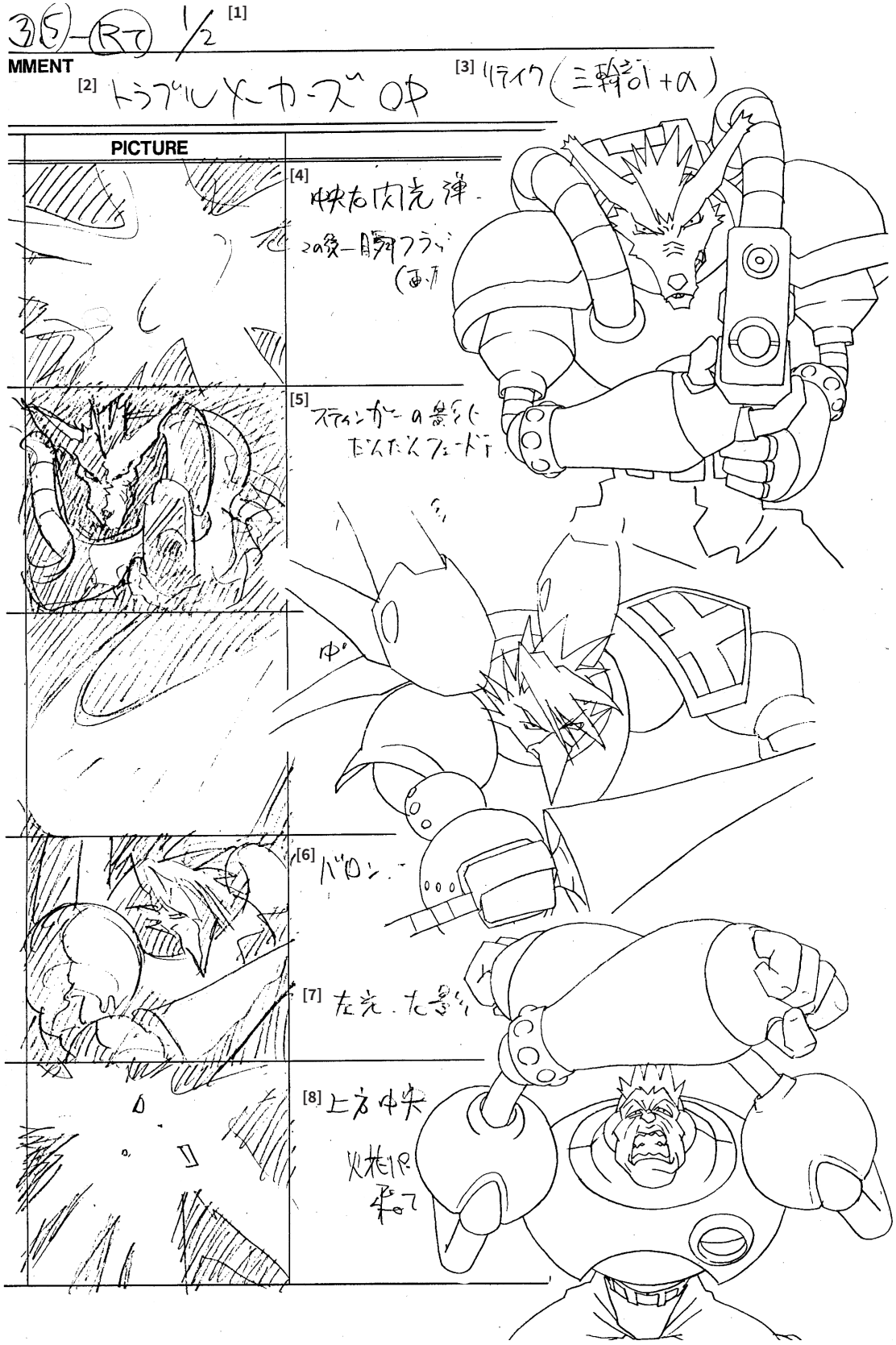
[3] *A sweat drop hits Marina as a twinkle appears after Theo*

[4] *Everything from this point where Lunar shows up went for retake*

[5] *Screen centered at Lunar while he's firing, moves a bit to the left*

[6] *Lunar on the upper black part moves to right while he's shooting*





[1] *RT (retake)*

[2] *Mischief Makers Opening*

[3] *Retake (beastector + rest)*

[4] *Bullet from the center after that quick flash*

[5] *Lunar's shadow fades*

[6] *Merco*

[7] *Shadow to the right*

[8] *Upper center firework flash*

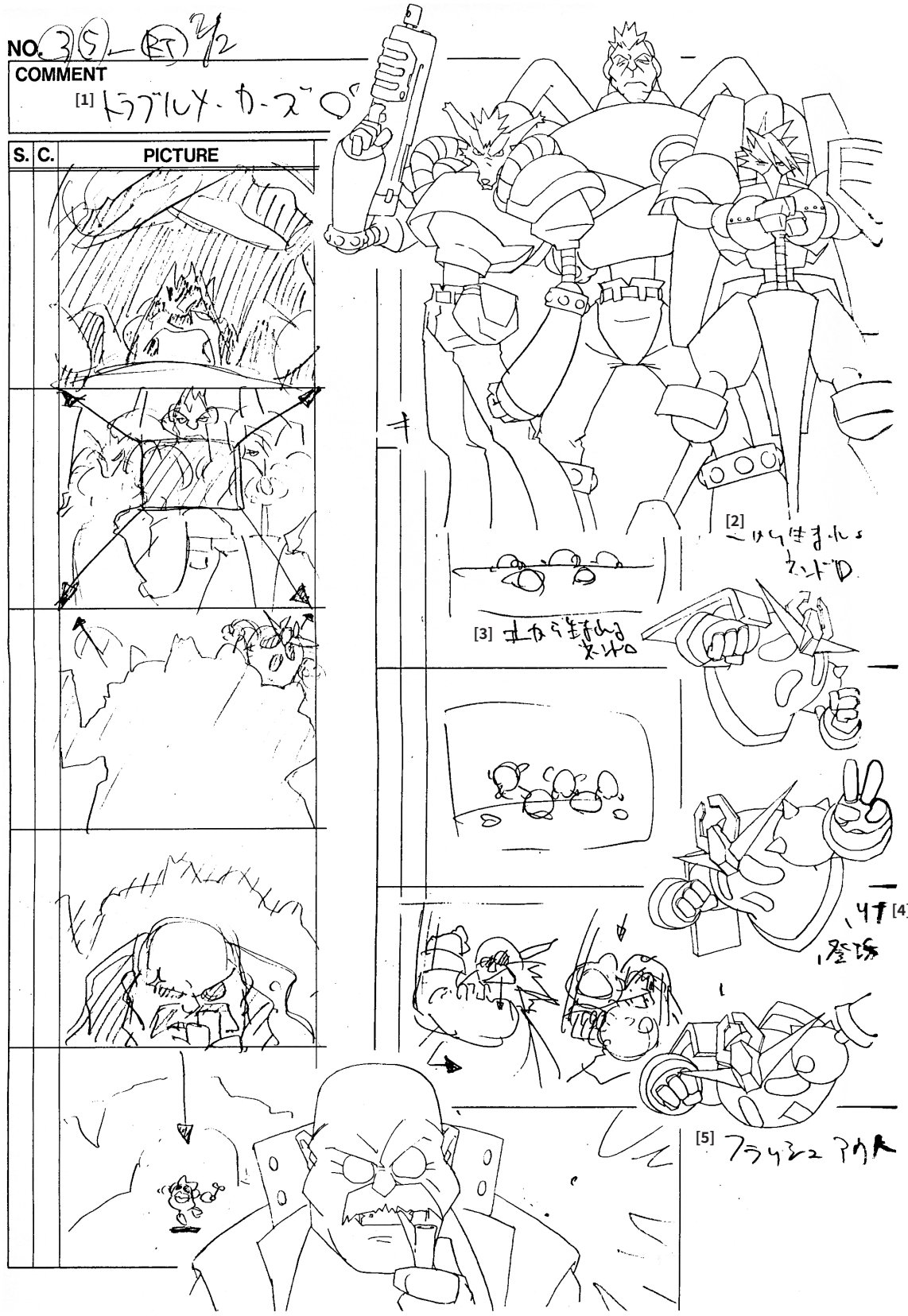
[1] *Mischief Makers Opening*

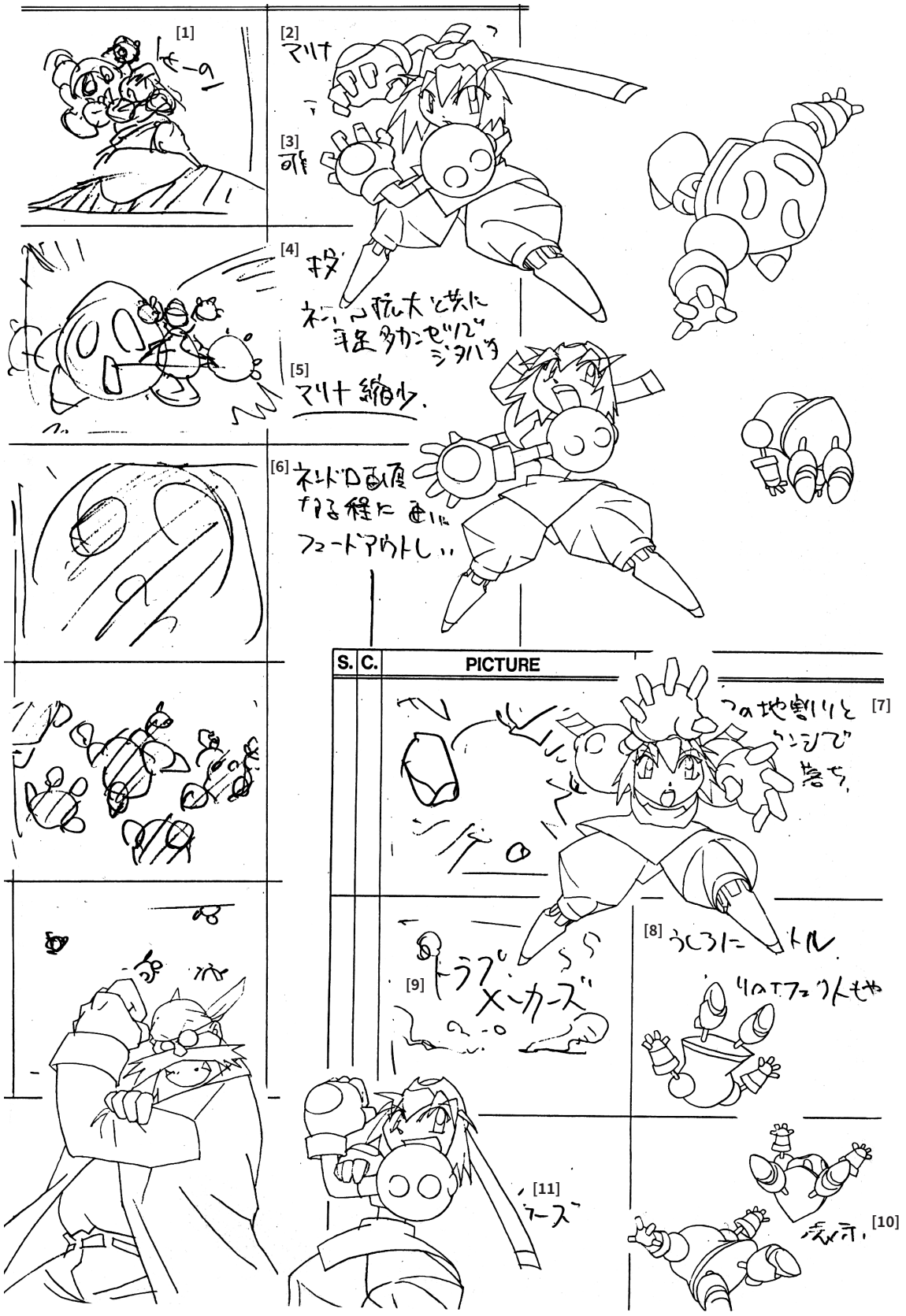
[2] *Beginning Hold*

[3] *Clancers created/ born from the earth*

[4] *[..]Marina shows up*

[5] *Flash out*





[1] *Readyyy...*

[2] *Marina*

[3] ***[Illegible]***

[4] *Clancer waves arms and legs while it gets scaled up*

[5] *Marina scales down in size*

[6] *As Clancer gets closer and hits the screen, fade out*

[7] *With the ground breaking and the impact, it falls down*

[8] *Title from behind*

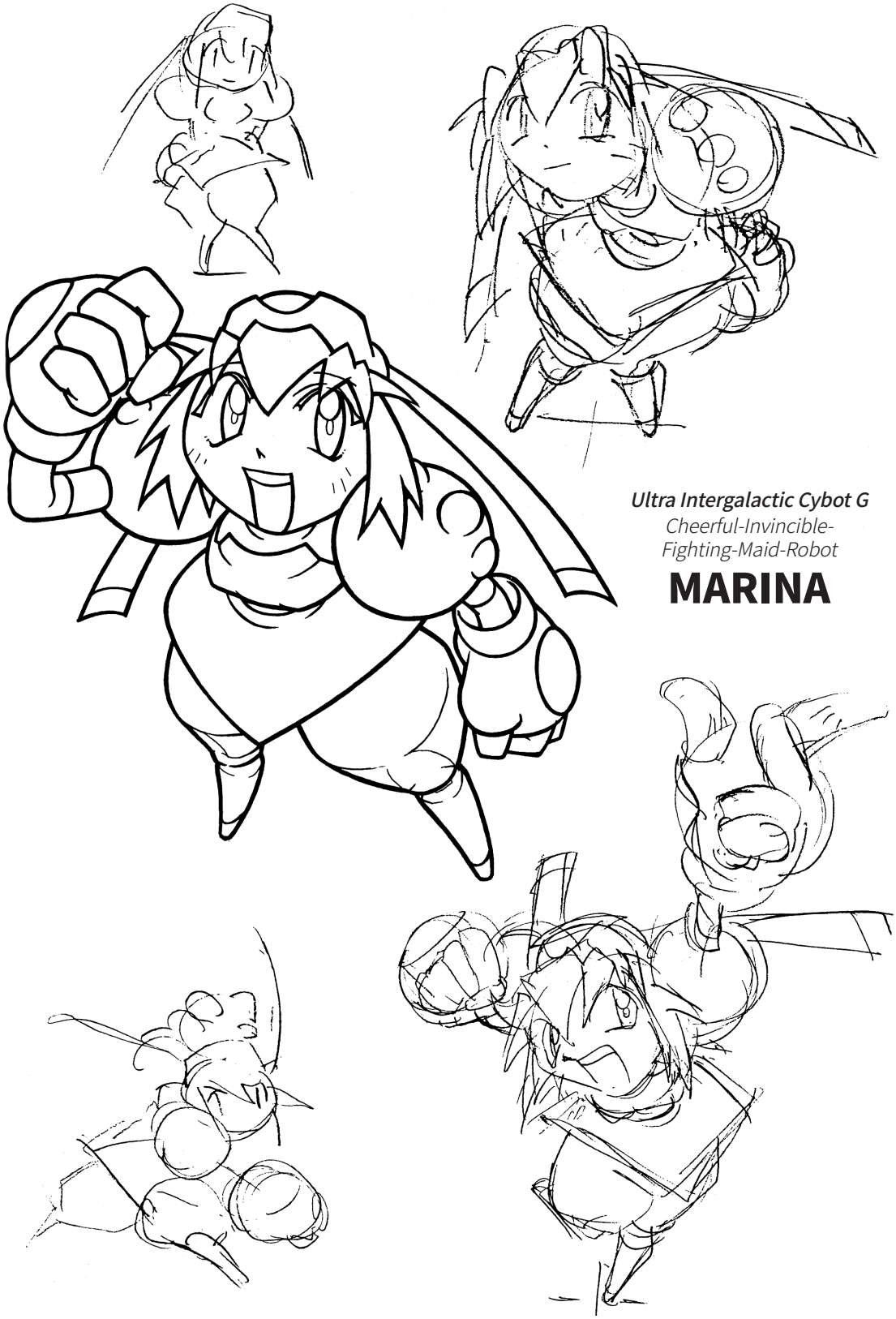
[9] *Trouble Makers*

[10] *Flying*

[11] *Pose*

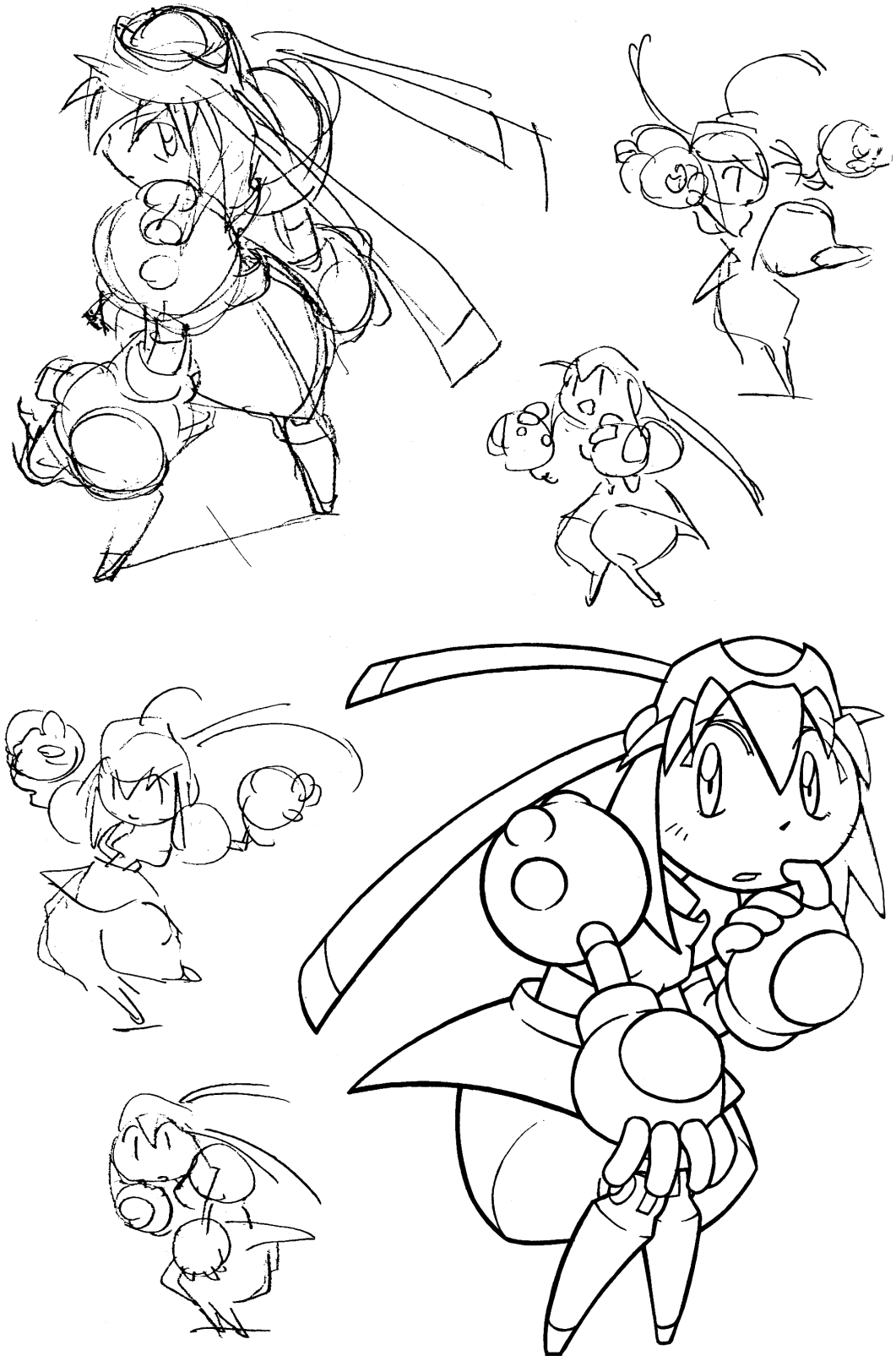
PROMOTIONAL ILLUSTRATIONS

広告用イラスト



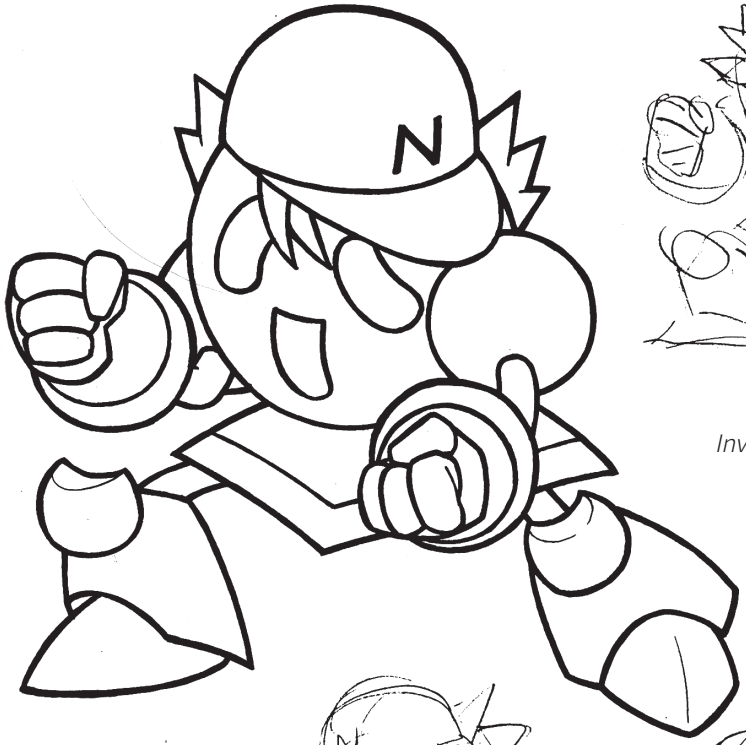
Ultra Intergalactic Cybot G
Cheerful-Invincible-
Fighting-Maid-Robot

MARINA



Famous Genius in Robotics
Renowned Adventurer

THEO
(Ganberu)

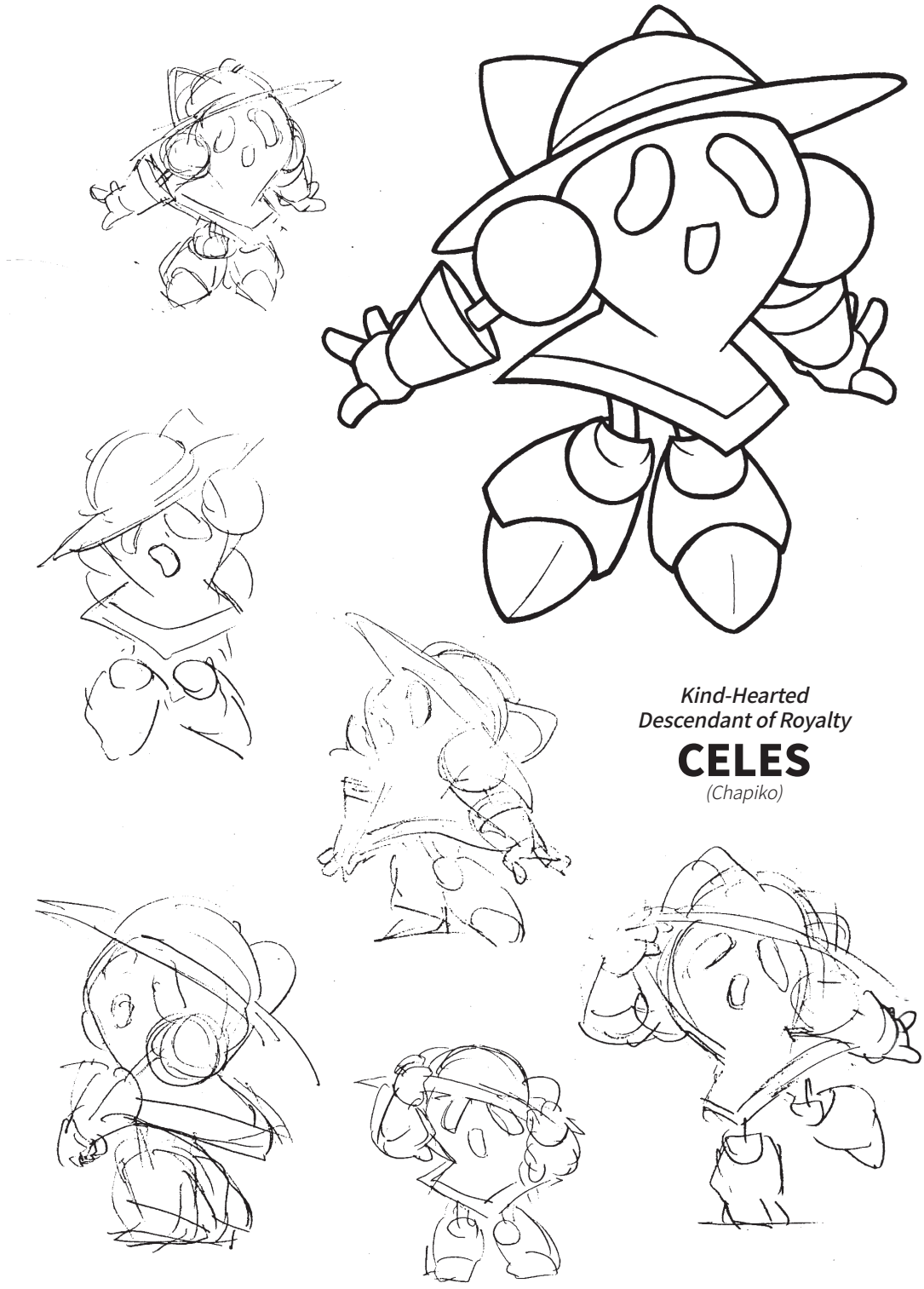


Blockman

Invincible & Immortal "Nentanman"

TERAN

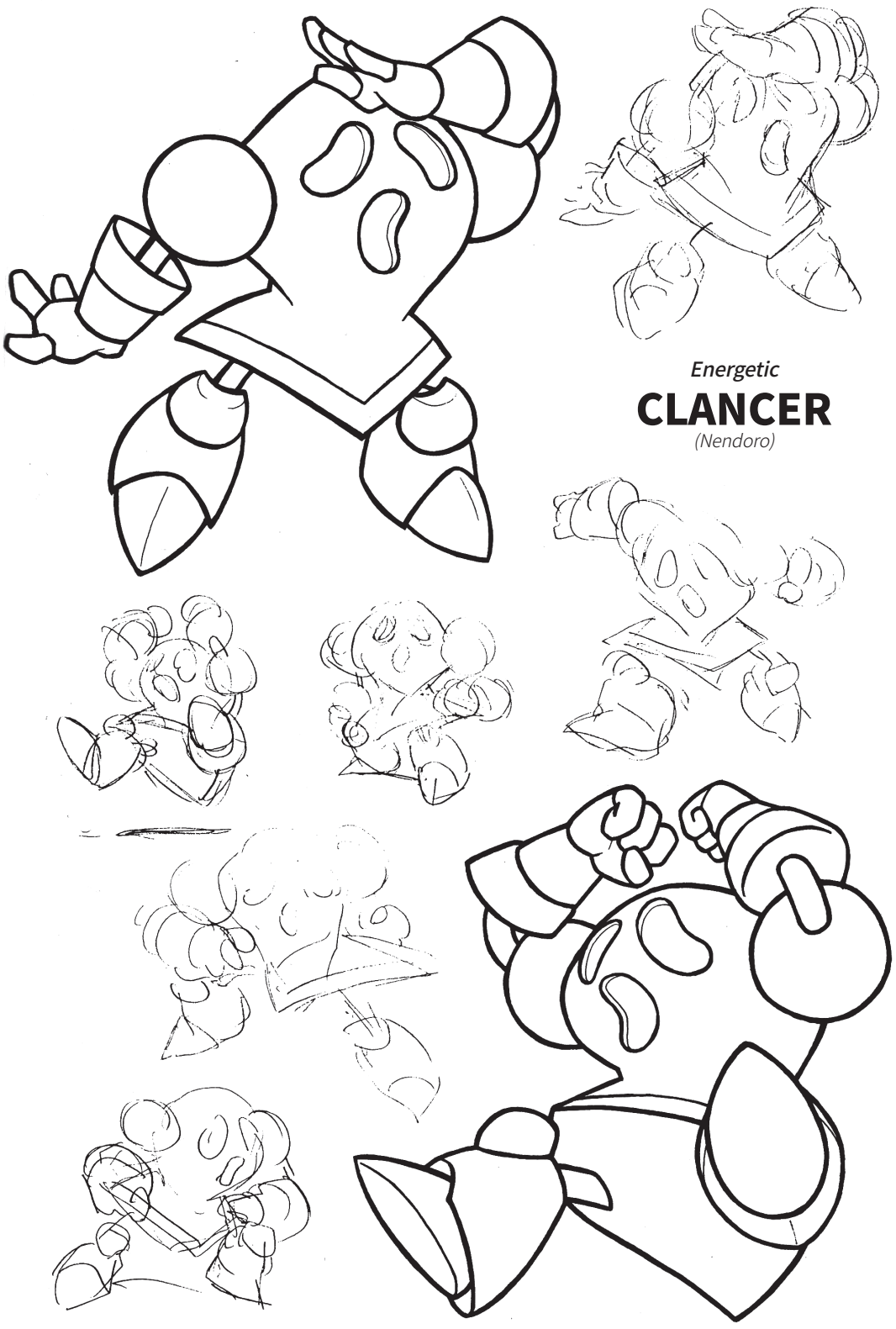
(Chappii)



Kind-Hearted
Descendant of Royalty

CELES

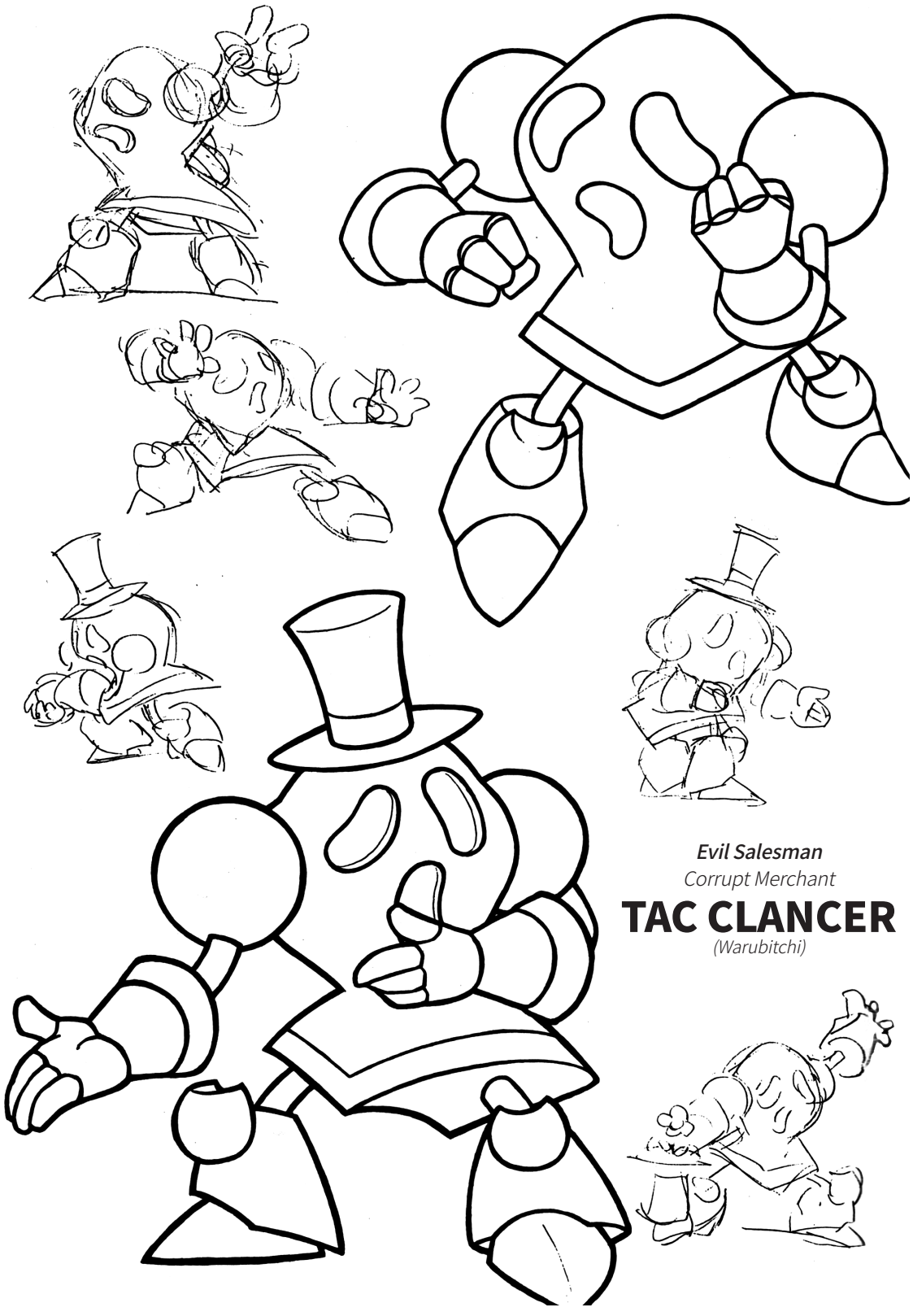
(Chapiko)



Energetic

CLANCER

(Nendoro)

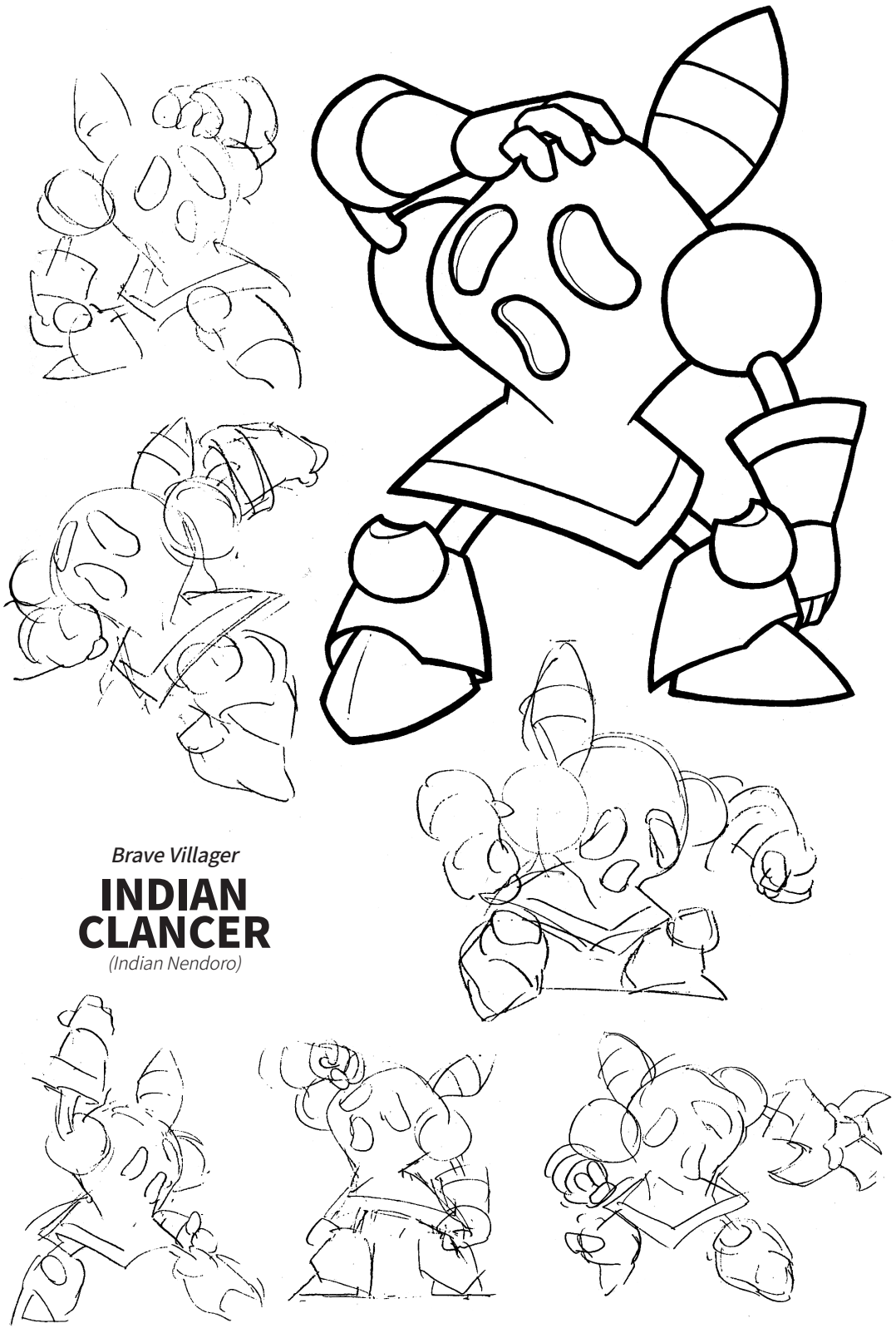


Evil Salesman

Corrupt Merchant

TAC CLANCER

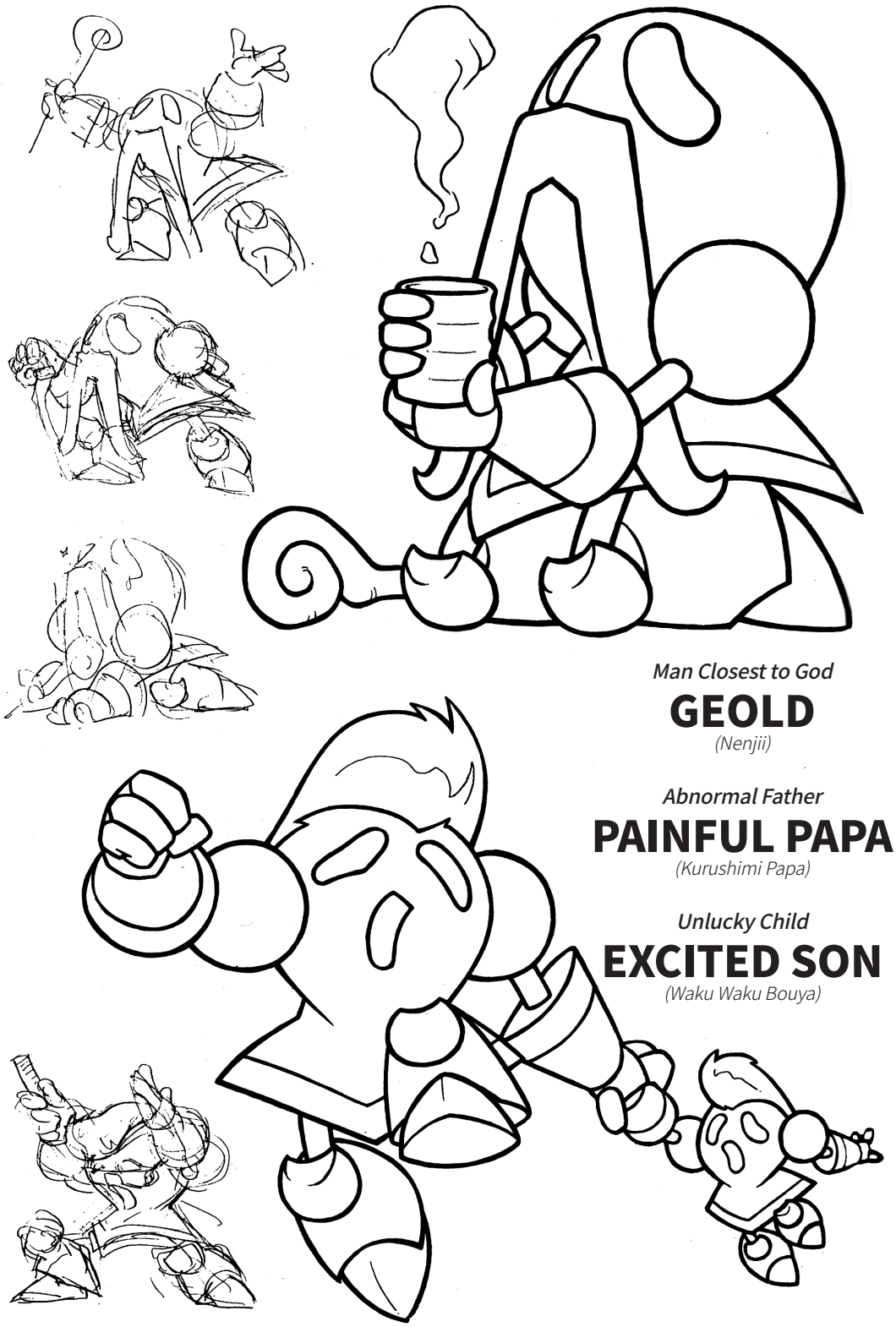
(Warubitchi)



Brave Villager

INDIAN CLANCER

(Indian Nendoro)



Man Closest to God

GEOLD

(Nenjii)

Abnormal Father

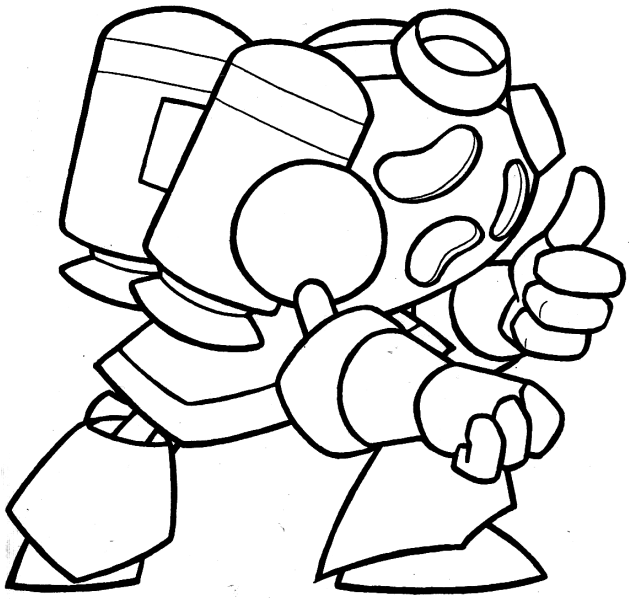
PAINFUL PAPA

(Kurushimi Papa)

Unlucky Child

EXCITED SON

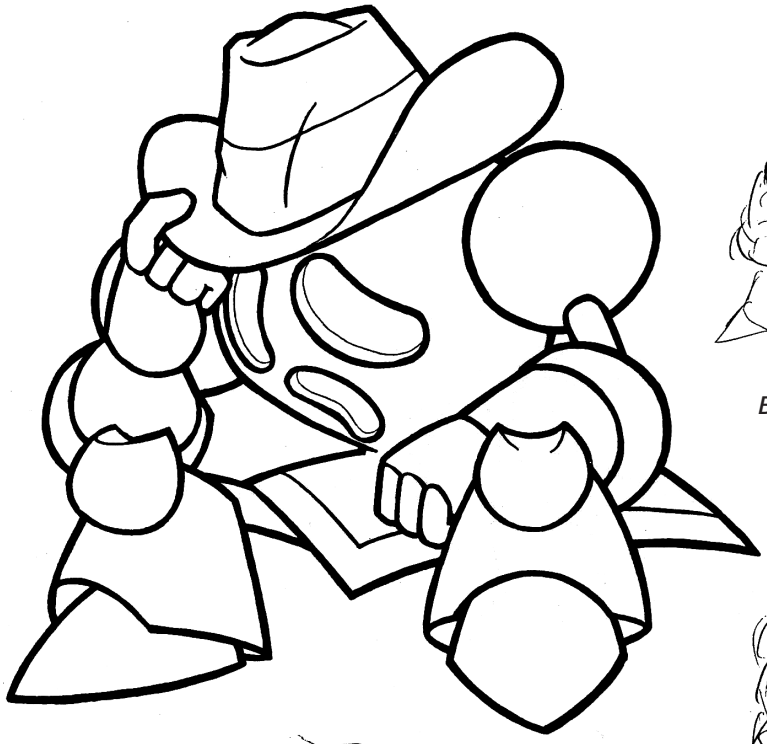
(Waku Waku Bouya)



Power of Three

JET CLANCER

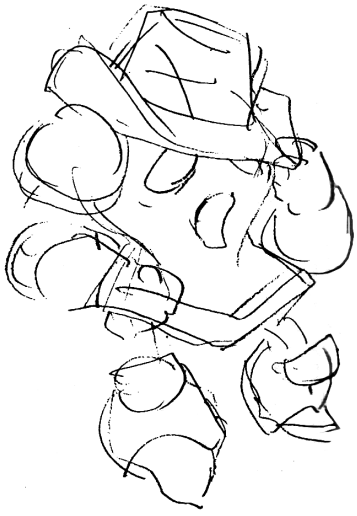
(Jet Nendoro)

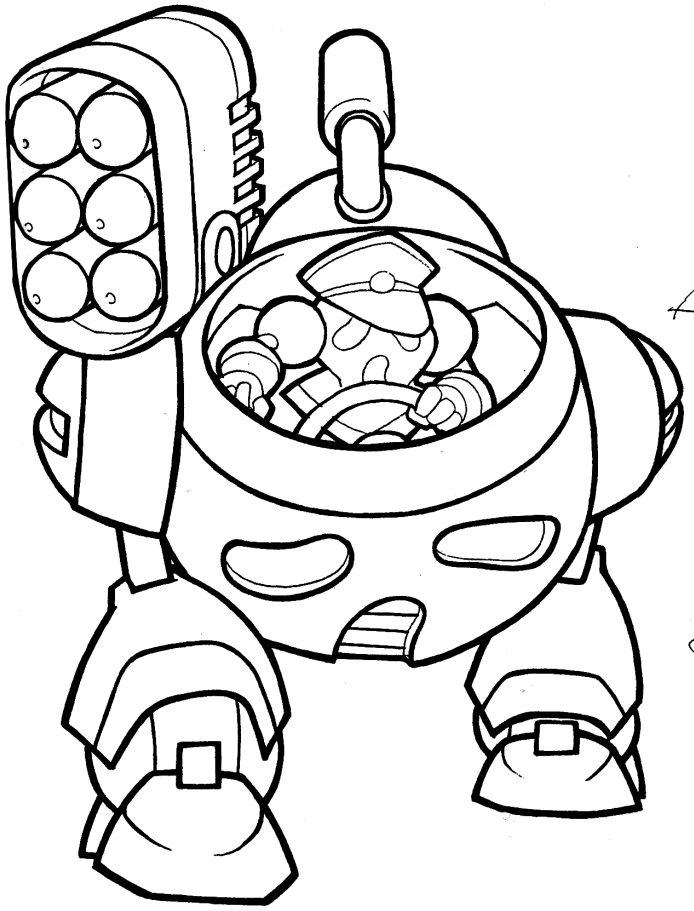


Baddies From the Desert

COWBOY CLANCER

(Cowboy Nendoro)

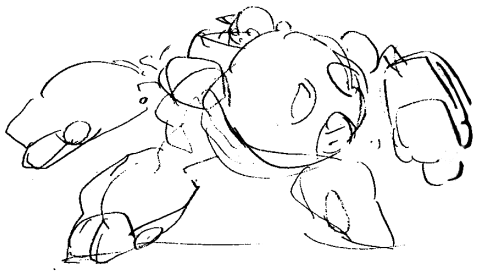




Just a Small-Fry if it Wasn't For The Mech

CLAN-WALKER

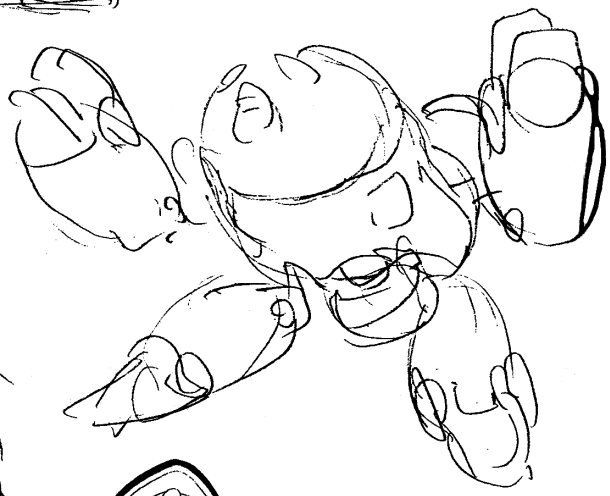
(Nen-Walker)

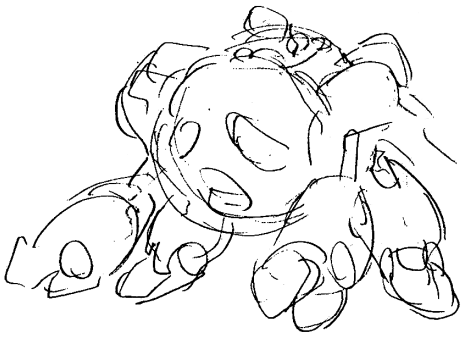


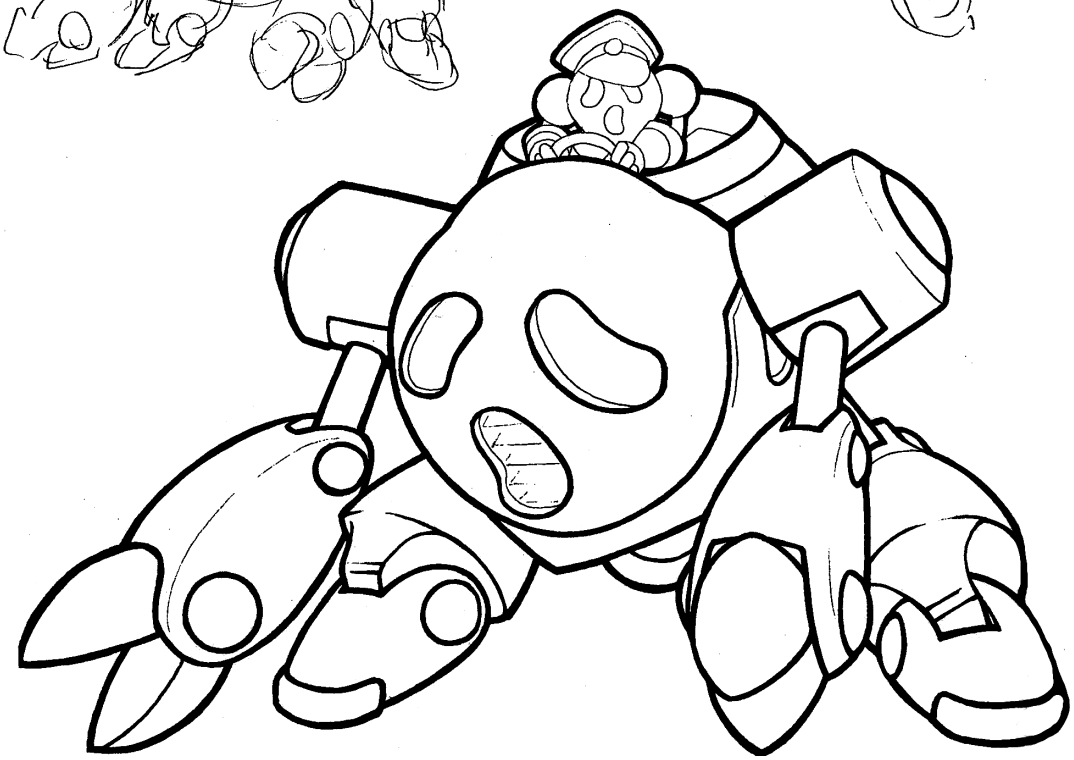
A Three Times Tougher
Small-Fry But Still a Small-Fry

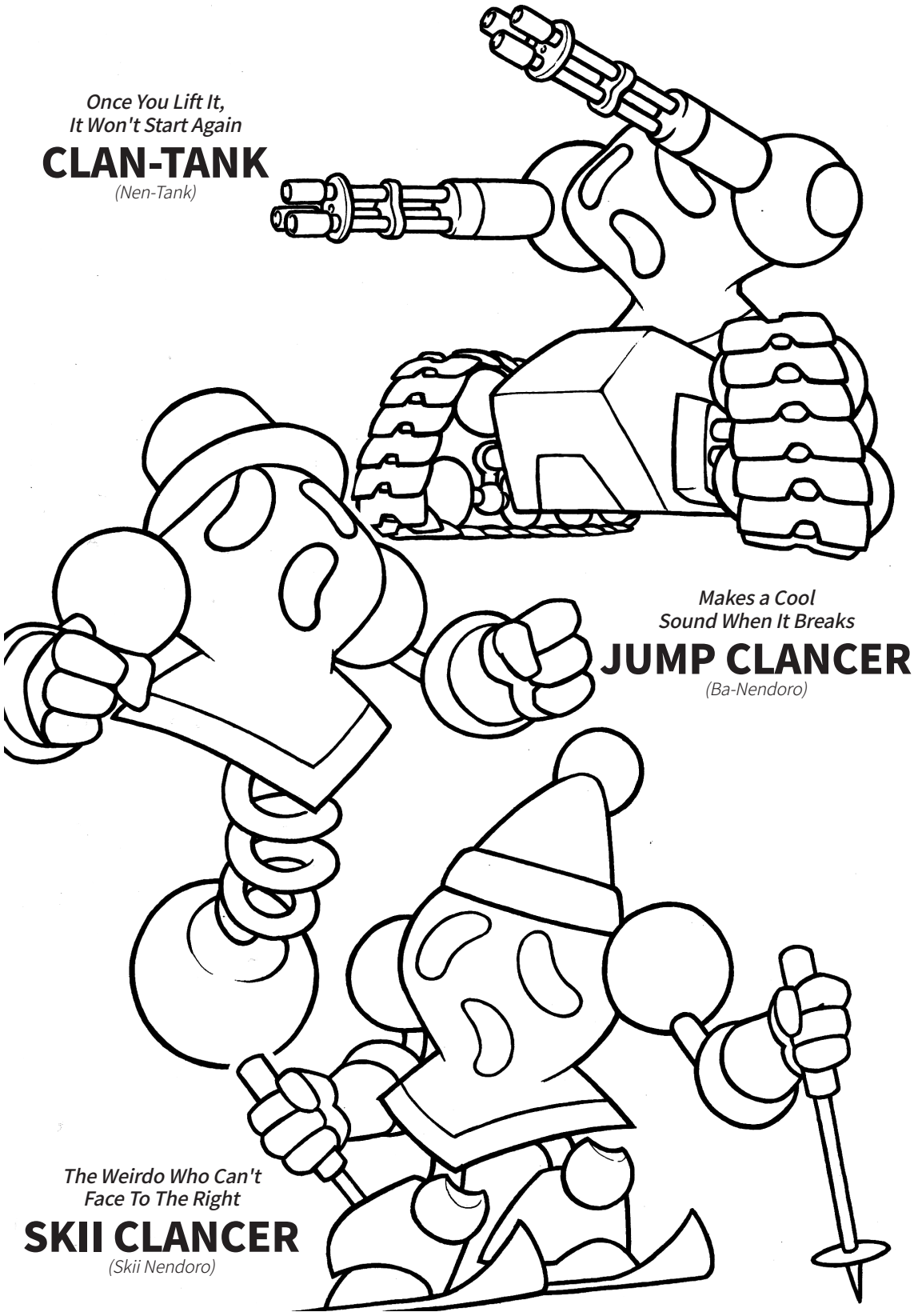
SPECIAL "KYAA" MACHINE

(Kyaa Senyou Machine)









Once You Lift It,
It Won't Start Again

CLAN-TANK

(Nen-Tank)

Makes a Cool
Sound When It Breaks

JUMP CLANCER

(Ba-Nendoro)

The Weirdo Who Can't
Face To The Right

SKII CLANCER

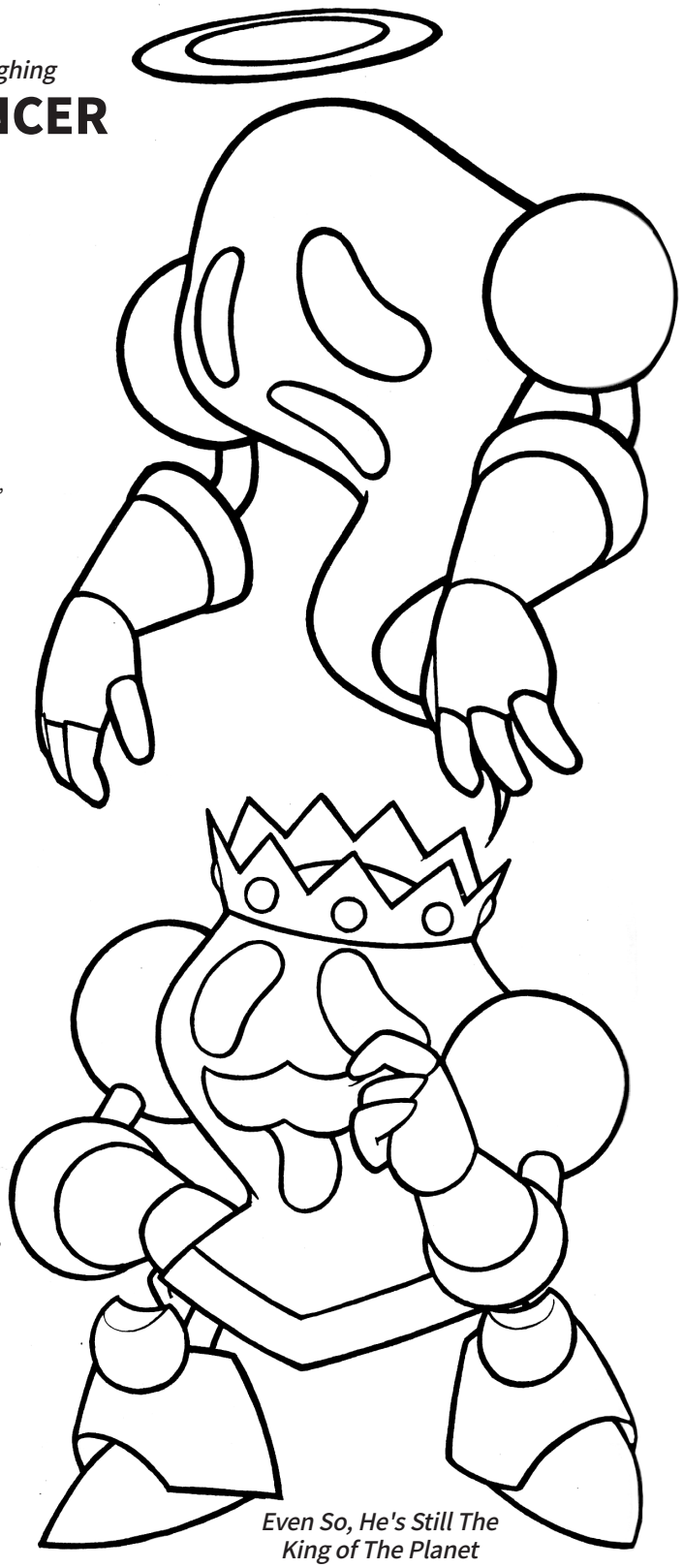
(Skii Nendoro)

[1] ***Ondine = Nendine (Japanese)***

The One Skilled in Laughing

GHOST CLANCER

(Obake Nendoro)



CHARACTER EXPLANATION

Marina Lightyear

It was brought to our attention that her being a maid was odd since she wasn't wearing an apron. Our initial idea was for a 'Gunstar Hero'-style body, but action-oriented CG was tough for us newbies. It didn't quite work out as we'd first thought, and we suddenly found ourselves having to model without much practice. Pretty embarrassing, honestly.

Professor Theo

The perverted lolicon geezer. His old designs are included in the pre-production material. There's always a white-beard old man in my games. This game's geezer is a fatty... I mean he's completely round. My own designs are limited to Marina, Theo, Leo, and the Beastectors. For CG and animation, I only worked on Marina.

Based on the old set design, there was a concept that Theo has been the Beastector's former teacher, having brainwashed them to prioritize only justice.

Clancer

Not necessarily your enemy or friend, they appear everywhere. I wasn't involved with their design so can't really say much about them, although they seem to be an important part of the game. Their mental age is equal of a 3–6-year-old.

Teran

The legendary blockman. He has the ability to transform into a huge, invincible crab-walker (hah). However, there's a rumor that Blockman is a violent individual who likes to fight. To avoid this, he assumes the form of a regular guy (Clancer) in everyday life. Though a mortal, he is a master of the secret Clancer arts — in other words, a skilled fighter. His inspiration was probably Jacky Bryant from Virtua Fighter.

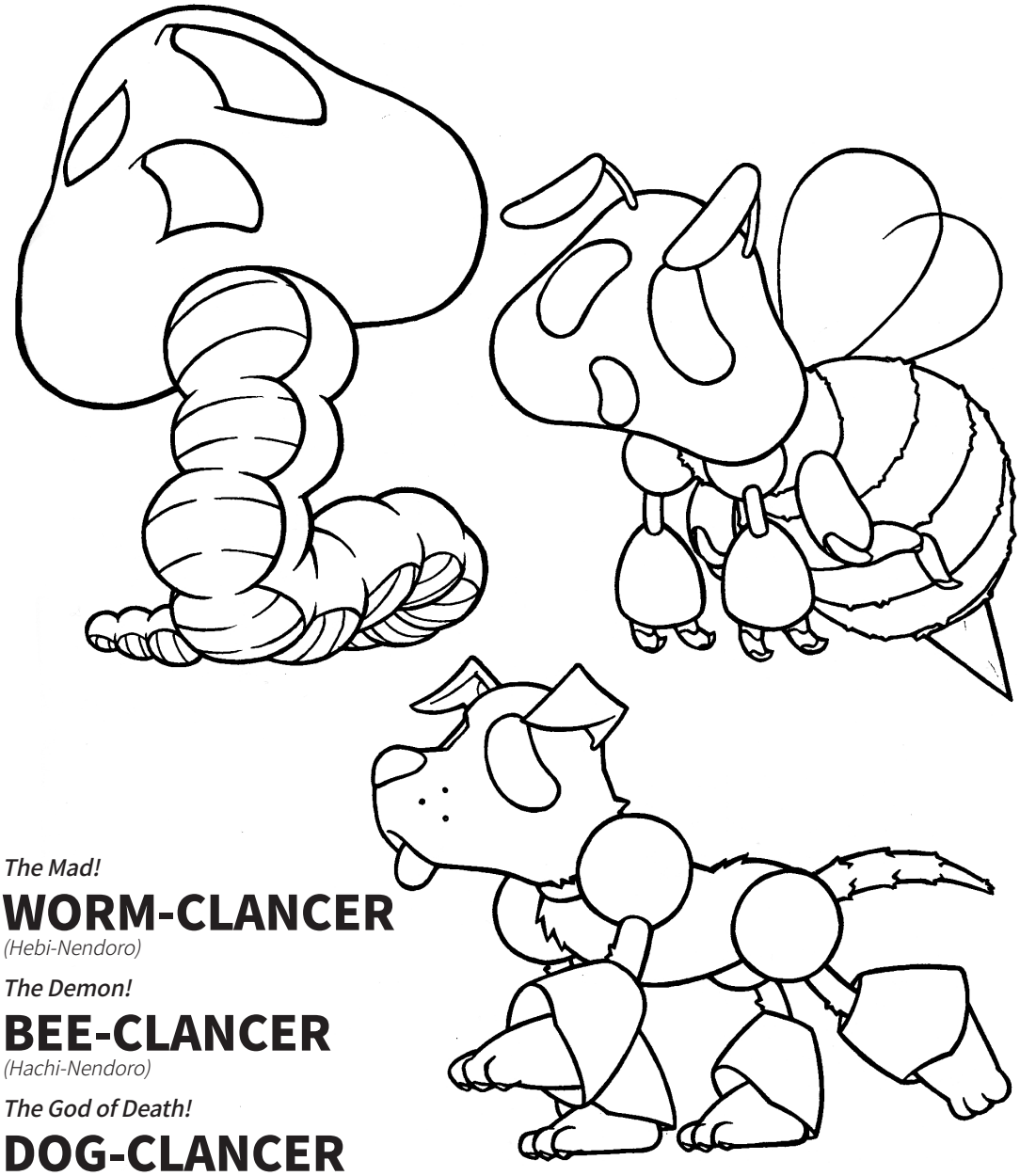
Celes

We used to call her 'Chara': her inspiration was likely Sara Bryant from Virtua Fighter. Late in development, she was suddenly changed to be her daughter of the royal family. Her real name was initially 'Chara-tasia', but was ultimately changed to 'Ondine' [1]. It was quite regrettable that the full scope of her story only became clear at the very end of development.

Even So, He's Still The King of The Planet

KING ASTER

(King Baabu)



The Mad!

WORM-CLANCER

(Hebi-Nendoro)

The Demon!

BEE-CLANCER

(Hachi-Nendoro)

The God of Death!

DOG-CLANCER

(Inu-Nendoro)

It seems that people associate Treasure games with huge, rigged bosses. In Mischief Makers, you could truly feel a difference in the animation depending on the programmer. Not that this was an issue, but our lead programmer was particularly passionate about animation. He had previously worked with Gunstar Heroes and Alien Soldier. In Mischief Makers, he handled the big bosses, Clancer-Cat, and also Theo in the cut scenes... Do I really need to say more?

The Unorthodox!

FROG-CLANCER

(Kaeru-Nendoro)

The Love-less!

MOLE-CLANCER

(Mogura-Nendoro)

The Flying!

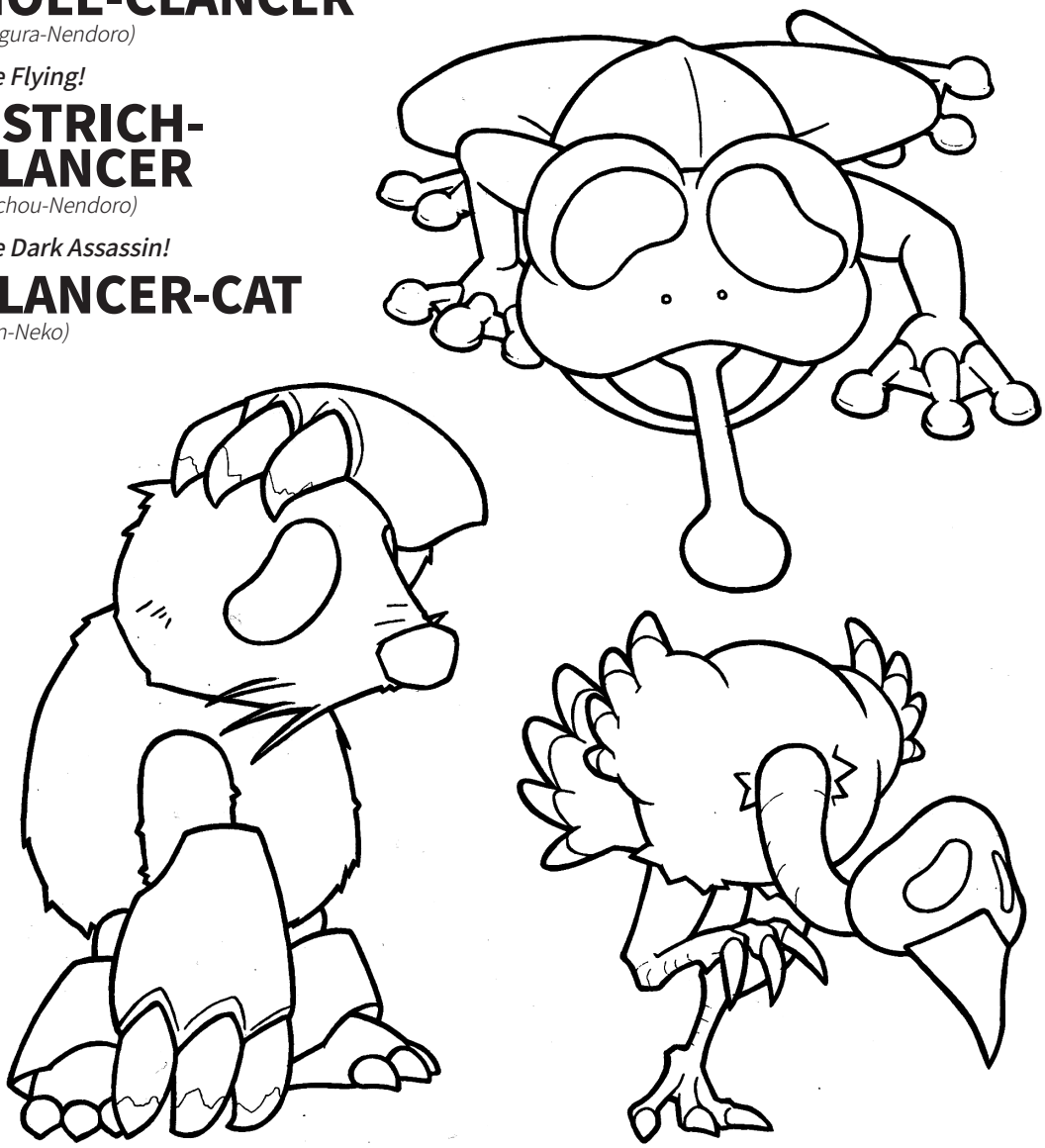
OSTRICH-CLANCER

(Dachou-Nendoro)

The Dark Assassin!

CLANCER-CAT

(Nen-Neko)

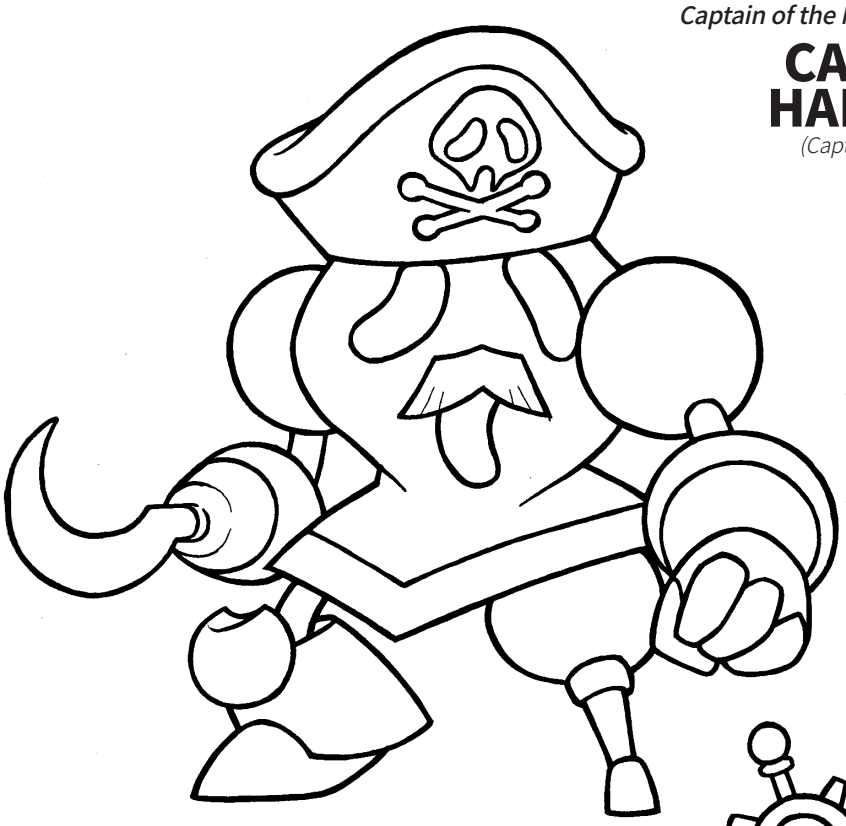


A game is a direct product of its staff. A company is the place where a staff is gathered. I would encourage players not to take the quality of a product for granted simply because it comes from a well-known company or is a sequel, as they might end up quite disappointed. That being said, there's not much else to add, is there...

Captain of the New-Order Galaxy Fleet

CAPTAIN HARROPP

(Captain Haaroppu)

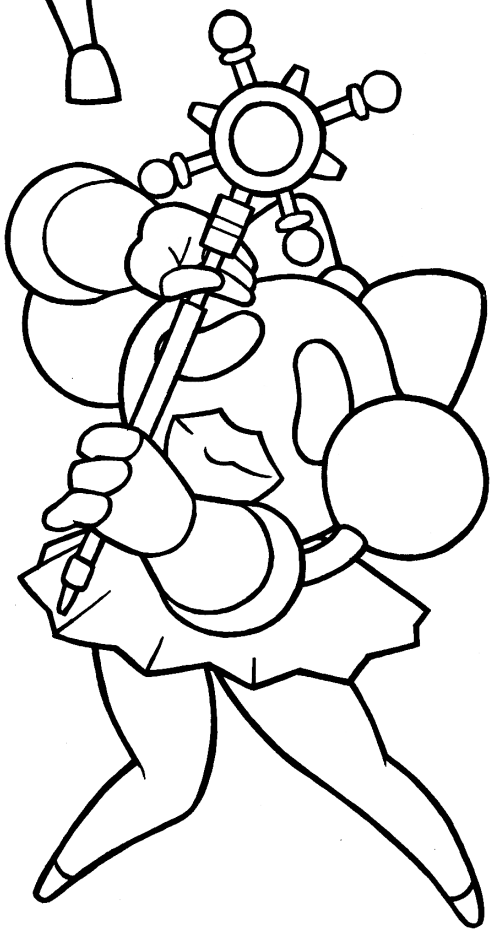


I remember that I had a hard time beating him when I got to try. Apparently it took a few hours to get the algorithm done... Haven't got much to say about the character itself.

Sexy Dynamites

CALINA

(Nen-ko)



The Magical-girl. Word has it that she can turn into a Nurse-Angel.. Got data of that.

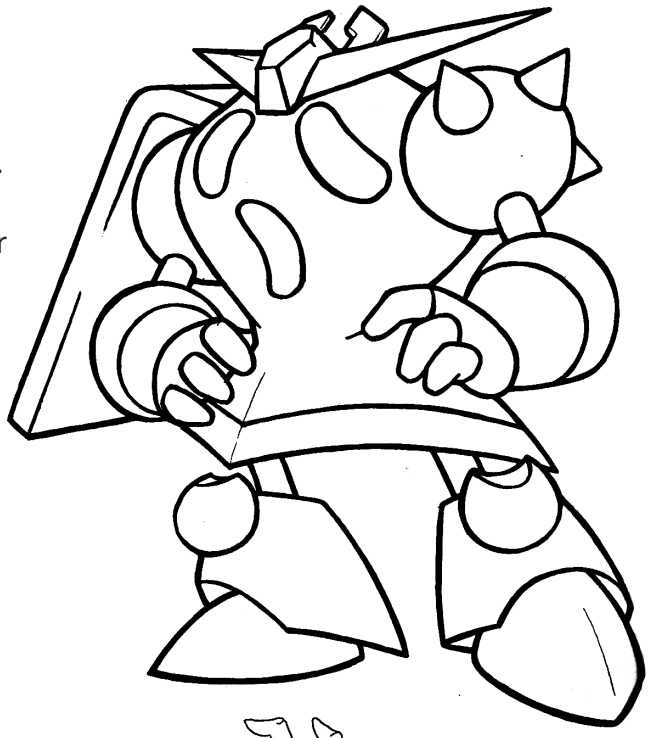
According to the old setting she was supposed to be loyal to Leo because she has feelings for him, but since Leo is only interested in Theo she gets jealous...

"My strength!""My courage!""My ambition!" [1]... These lines has got to be taken from the anime "Akazukin Cha-cha". Our Team-leader will hunt me down for saying that.

[1] ***[In the Japanese version she says the same phrases Cha-cha when she transforms. Interestingly enough Masami Suzuki who did the voice for Cha-Cha, is also the voice of Marina in the game!]***

The Mysterious

KYAA



His full-name is "Kyaa Abnormal". Real name is “Brother Kyaa-sper”... (not really). Actually, he's King Aster son — Celes *real* older brother!

He's equipped with a Z Gundam horn and Char's Zaku shoulder armor, which makes his appearance a complete mismatch. This is probably a bit risky when you consider copyright, too. On top of that, we made this poor guy totally useless if he ever loses control of his machine; truly a pathetic soldier, indeed.

Hades Corps Commander

MIGEN

(Gesurra)

His sons name is Baby Migen... or rather Migen Jr (Ko-Gesura).

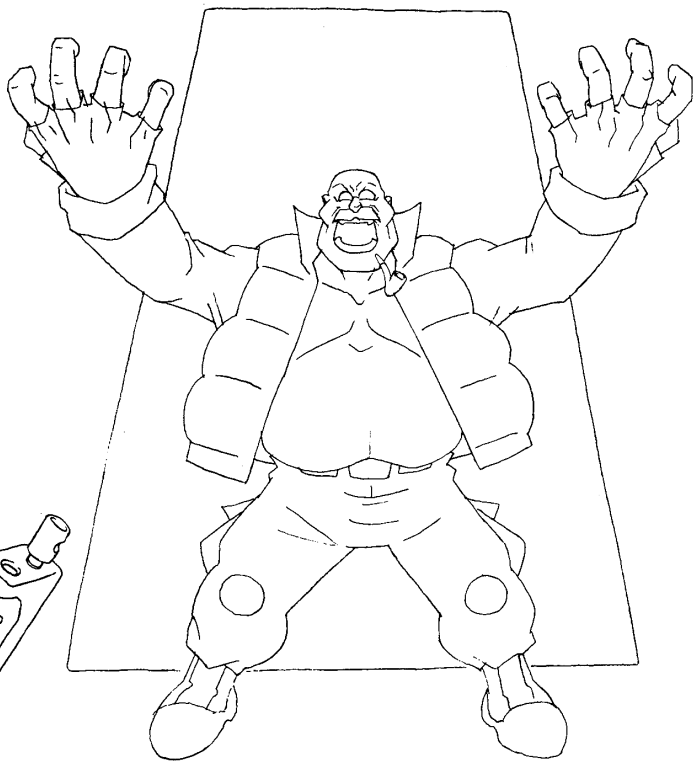
There were plans for a proper ending for this guy...

Because of his clothes I can't help but to think about Piccolo from Dragon Ball..

General Manager of Evil

LEO

(Gonberu)



During development, we first had in mind that Theo would have a grandfather that was resurrected in a far away galaxy.

Now, I have no idea how that turned into this Mad Homosexual.. Even though in the demo cut scene and everything he appears as a real bad-guy. Good on you Production Leader!

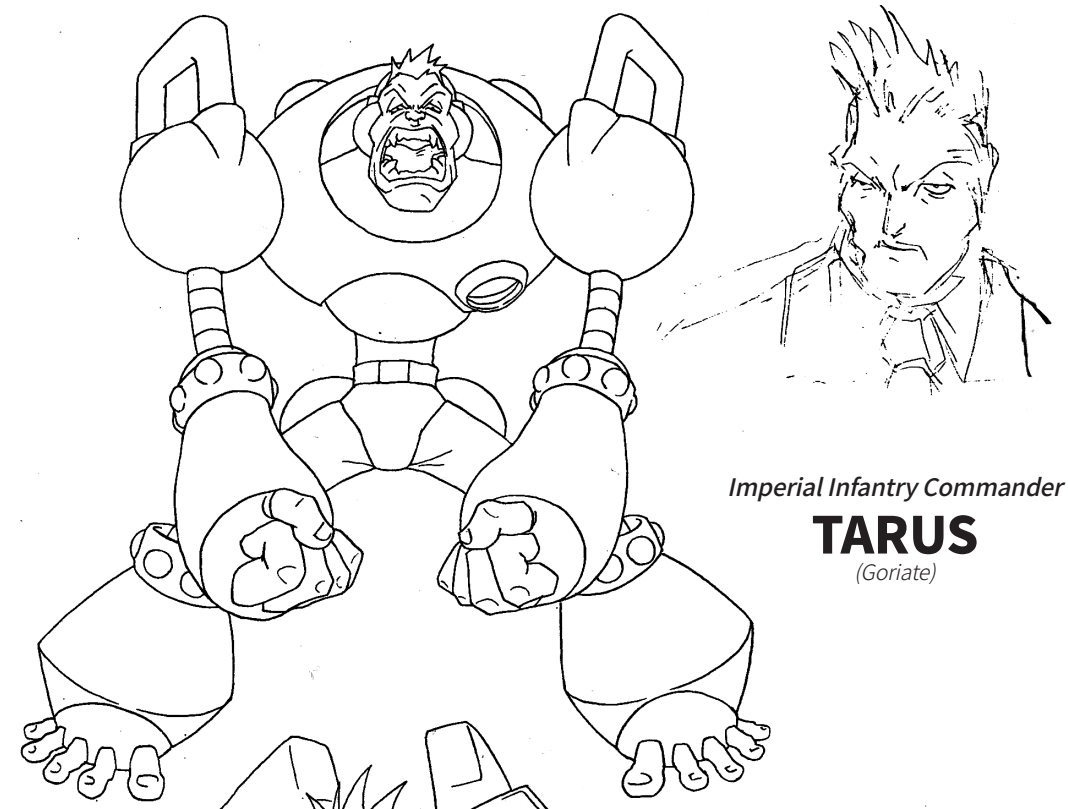
THE BEASTECTORS

(The Three Great Leaders of the Imperial Army)

Imperial Army Commander

LUNAR

(Stinger)

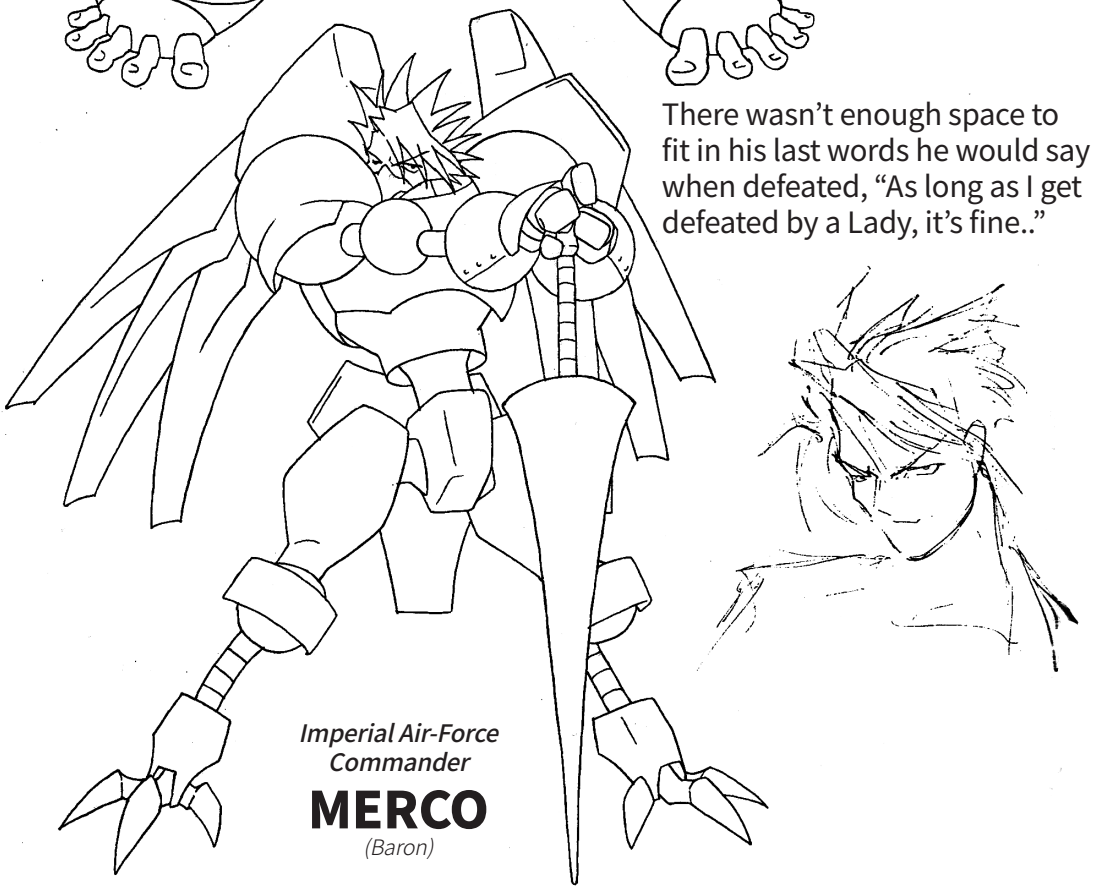


Imperial Infantry Commander

TARUS

(Goriate)

There wasn't enough space to fit in his last words he would say when defeated, "As long as I get defeated by a Lady, it's fine.."



Imperial Air-Force Commander

MERCO

(Baron)

Cover art for the CD-Single.

Although haven't seen any of these at an actual store..

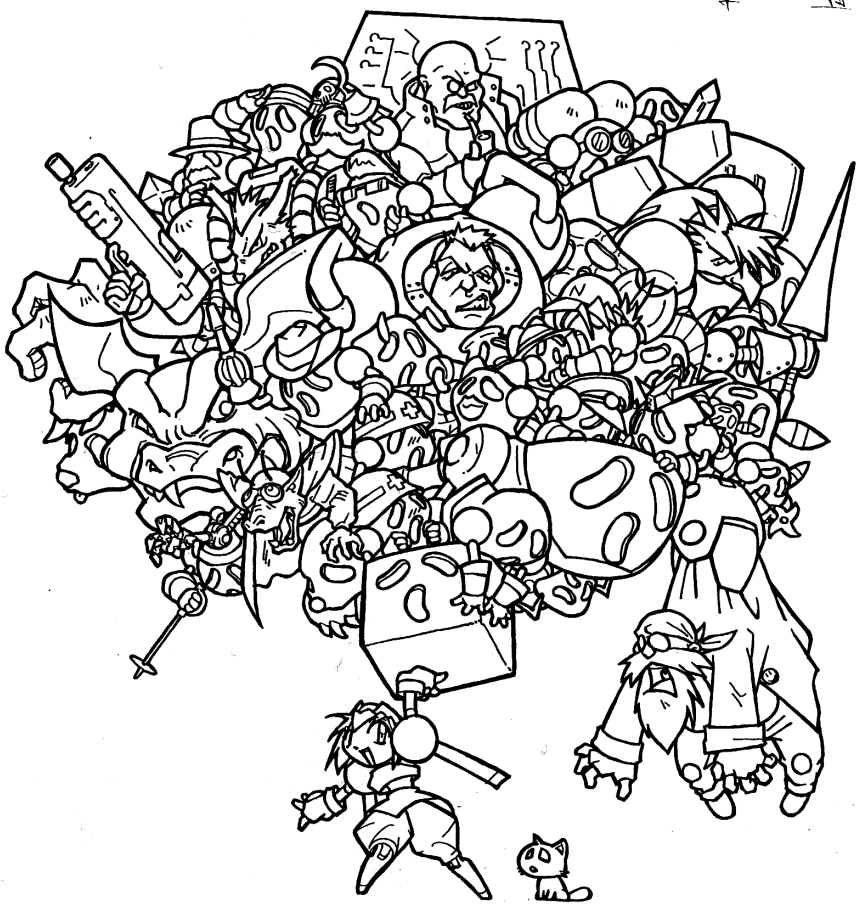
The image I had for this was frilly. The rough makes it look like some extortion is going on..

おら
おら

The games cover art.

...I made this at a very early stage when barely any work on the game had been done, thus there are a lot of characters in there that wouldn't end up in the game as well as some difference in colors.

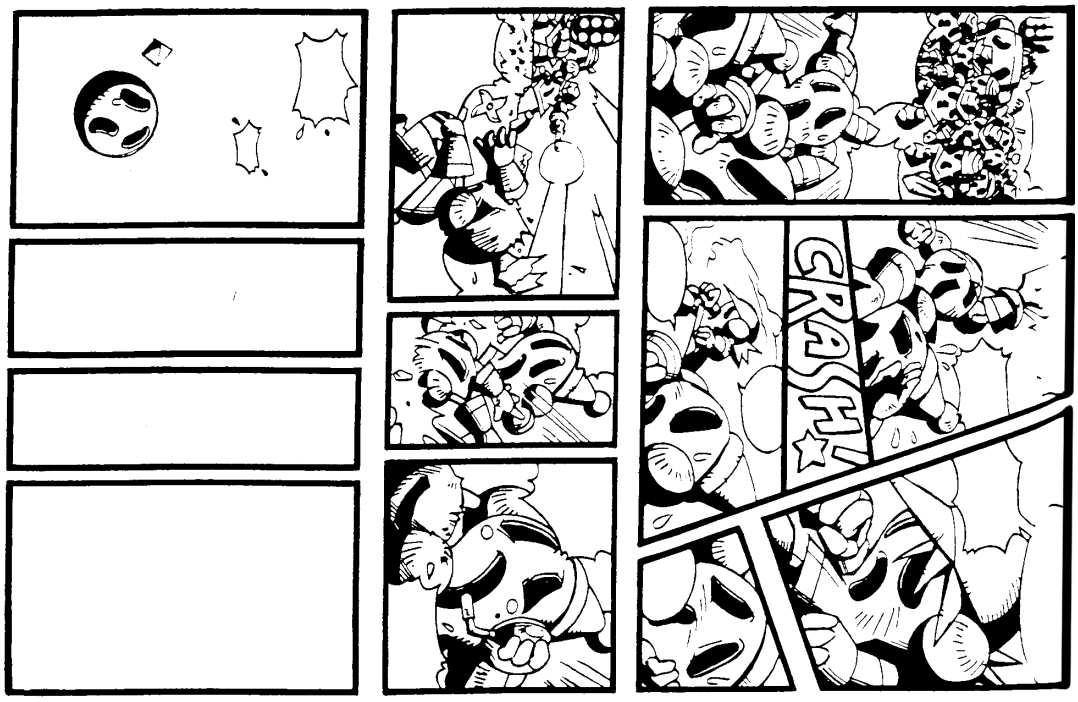
Even as a plain illustration I'm not satisfied with it.

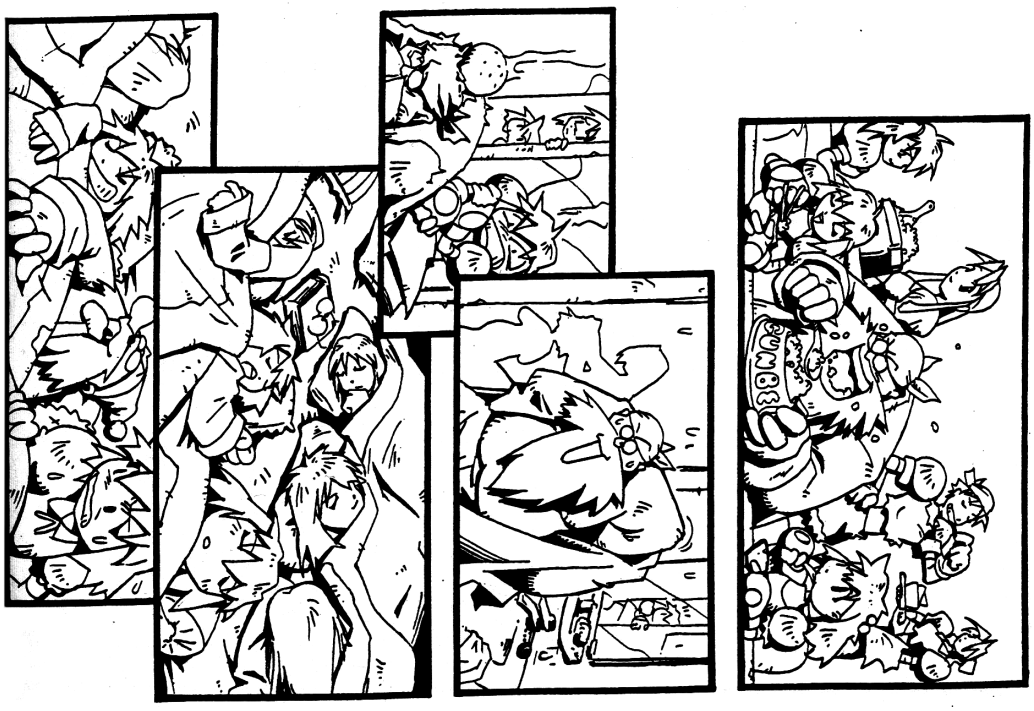


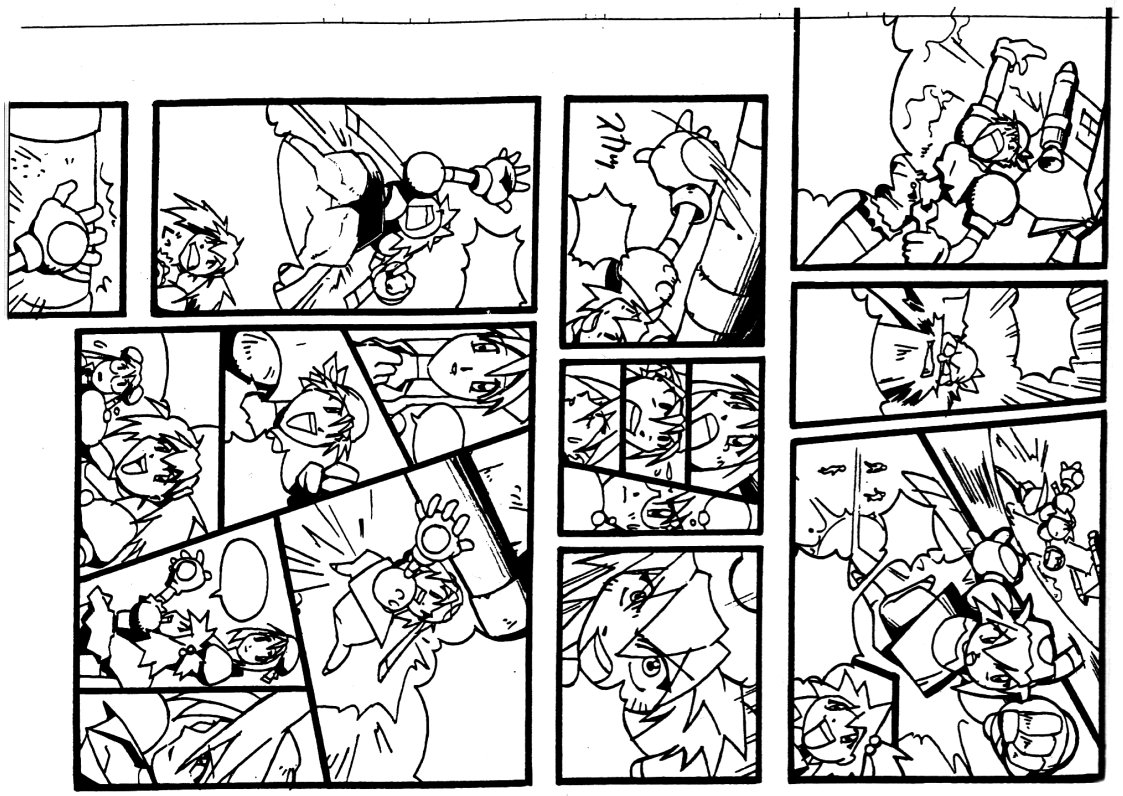
MANGA MANUAL

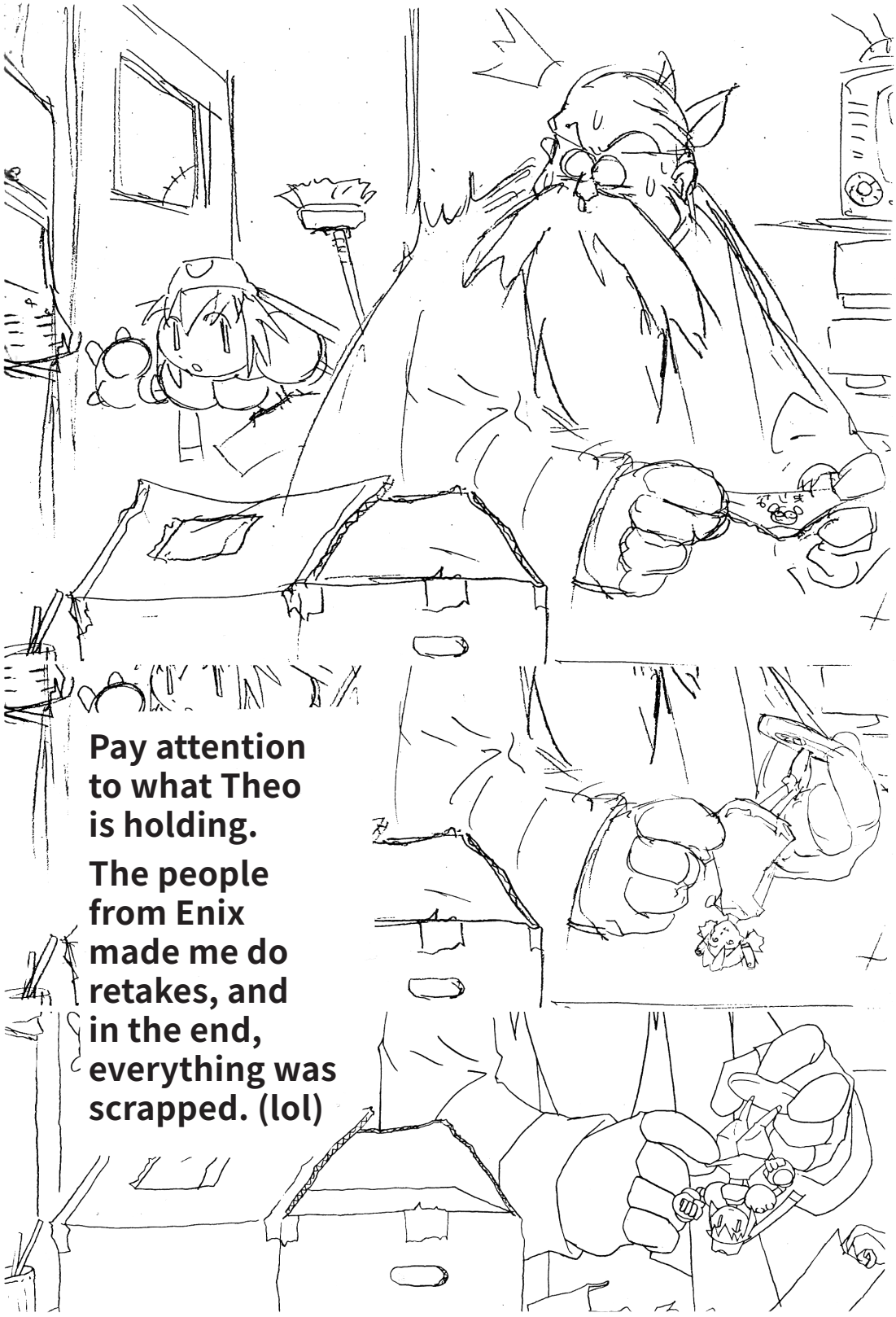
マニュアルマンガ

Super Marina Sisters (In order of appearance), Hitomi, Futaba, Mitsuki, Fou, Daigo, Mutsumi, Marina and Yanyan. Phwew. Next title will be "Yet more Trouble Makers" - an all-star fighting game! (Joke)


CRASH!

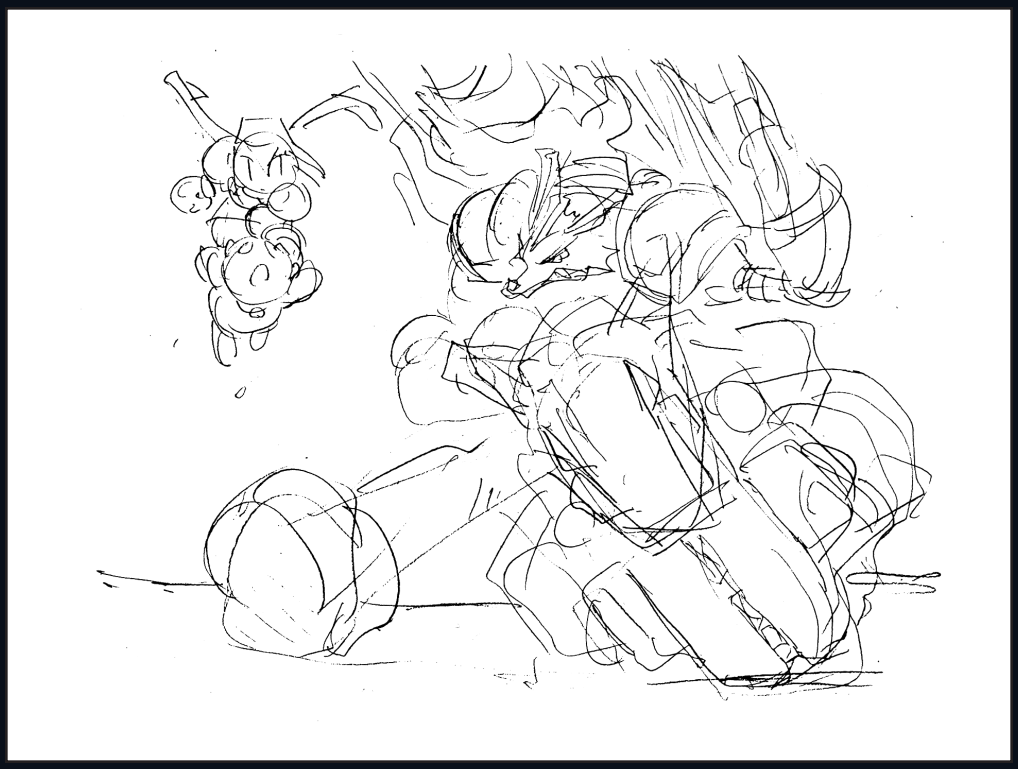





Pay attention to what Theo is holding.
The people from Enix made me do retakes, and in the end, everything was scrapped. (lol)

CHARACTER FACES

キャラフェイス



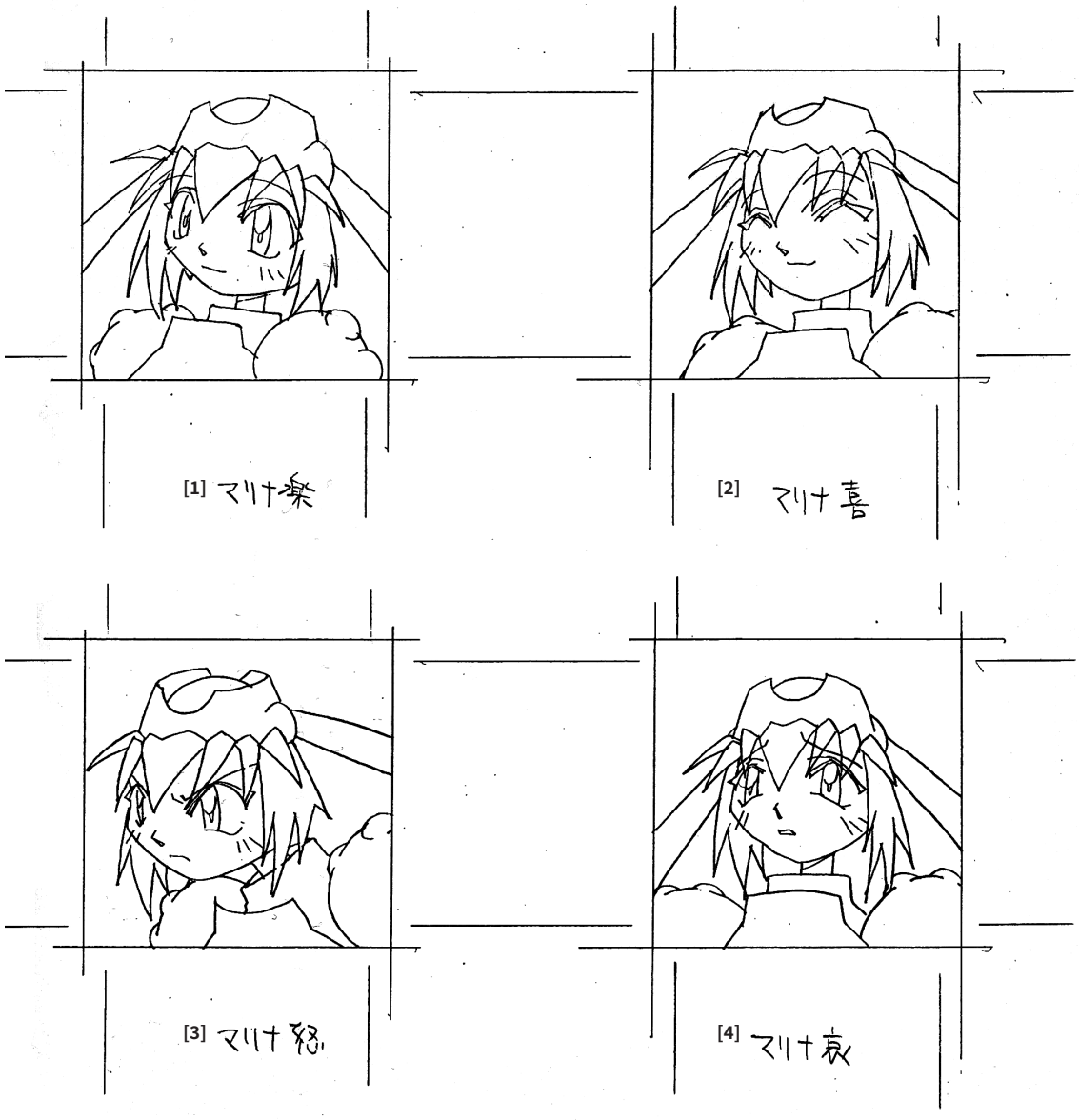
[1] *Marina Eased*

[2] *Marina Happy*

[3] *Marina Angry*

[4] *Marina Sad*

The characters face icons. I was thinking, "Did I make it too detailed and cause trouble for the pixel artist?" Pixel Artists really get to show their skill when being limited by a certain number of pixels. As a professional it would probably be best to not only draw humans all the time, if you're drawing for fun that doesn't matter of course. But wow, there are so many amazing people out there, I can't even see the top. Anyway, I like drawing different expressions. I especially enjoyed doing the Beastectors icons, though I have a feeling kids won't like it that much...Probably. It's fine though, I'm an aspiring artist after all.



[1] *Theo Normal*

[2] *Theo Sad*

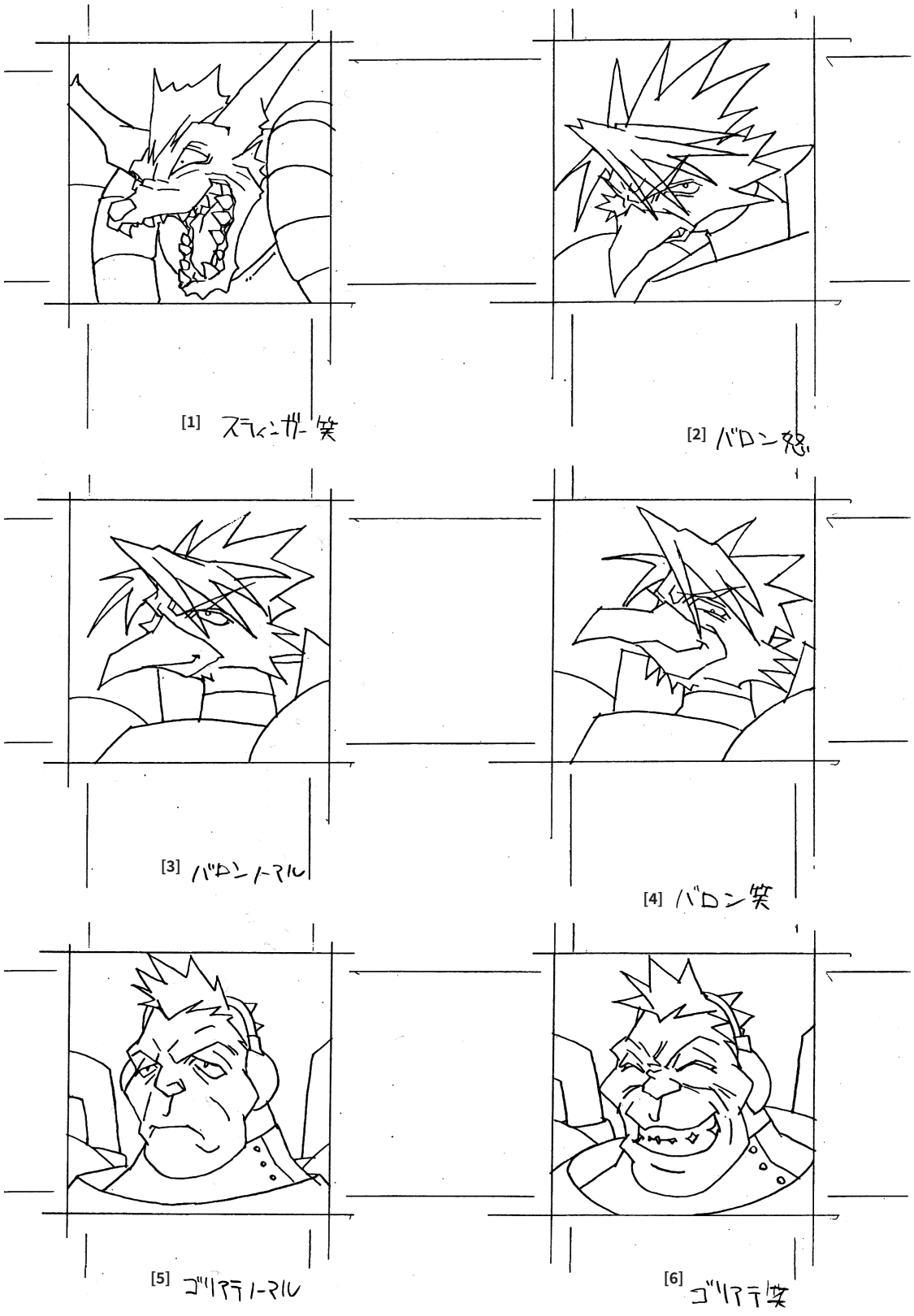
[3] *Theo Pervert*

[4] *Theo Happy*

[5] *Lunar Normal*

[6] *Lunar Angry*

[1] *Lunar Laughing*
[2] *Merco Angry*
[3] *Merco Normal*
[4] *Merco Laughing*
[5] *Tarus Normal*
[6] *Tarus Laughing*



[1] *Teran*

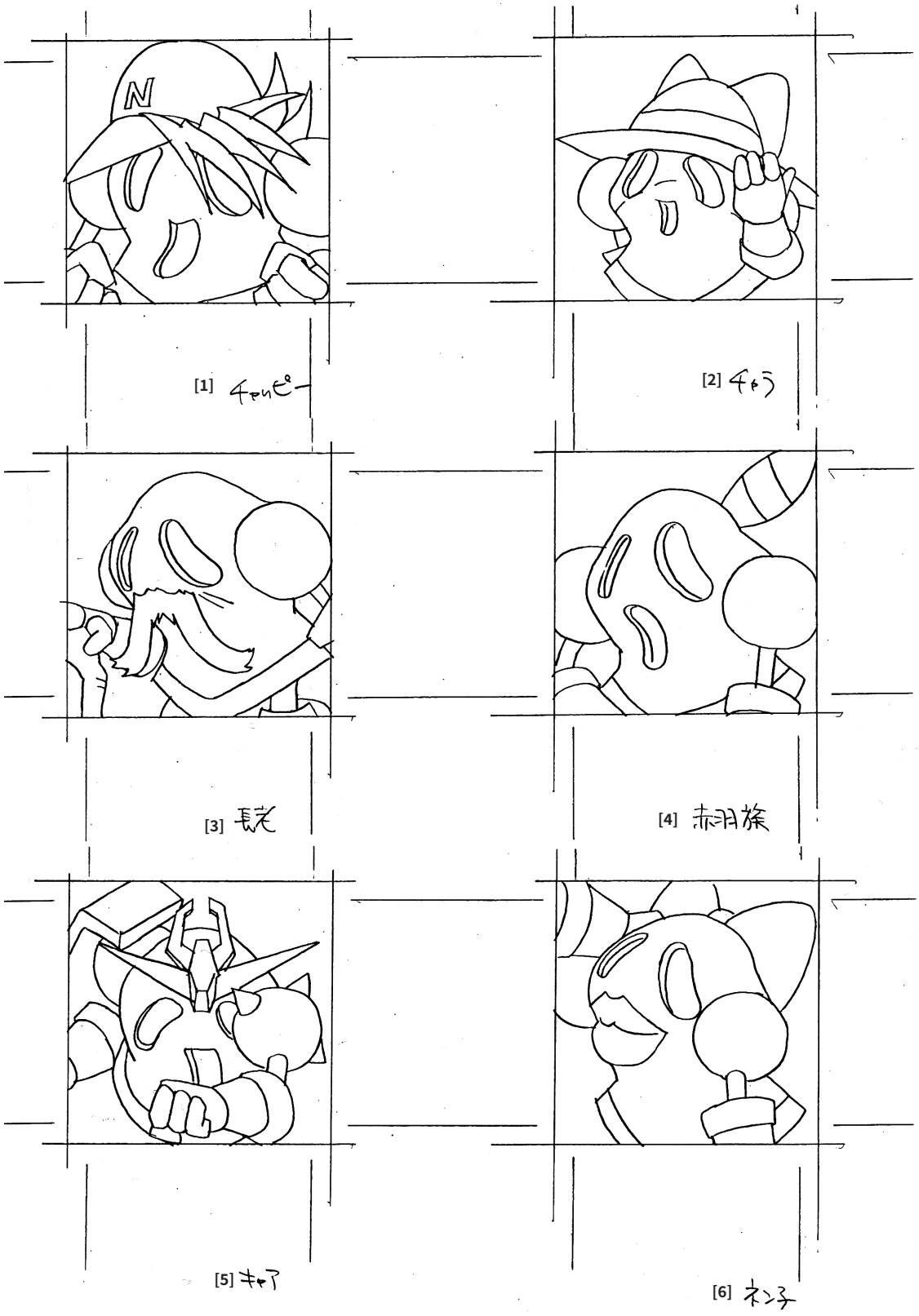
[2] *Celes*
**HAN Wrote 'Chara'*

[3] *Geold*

[4] *Red Feathers*

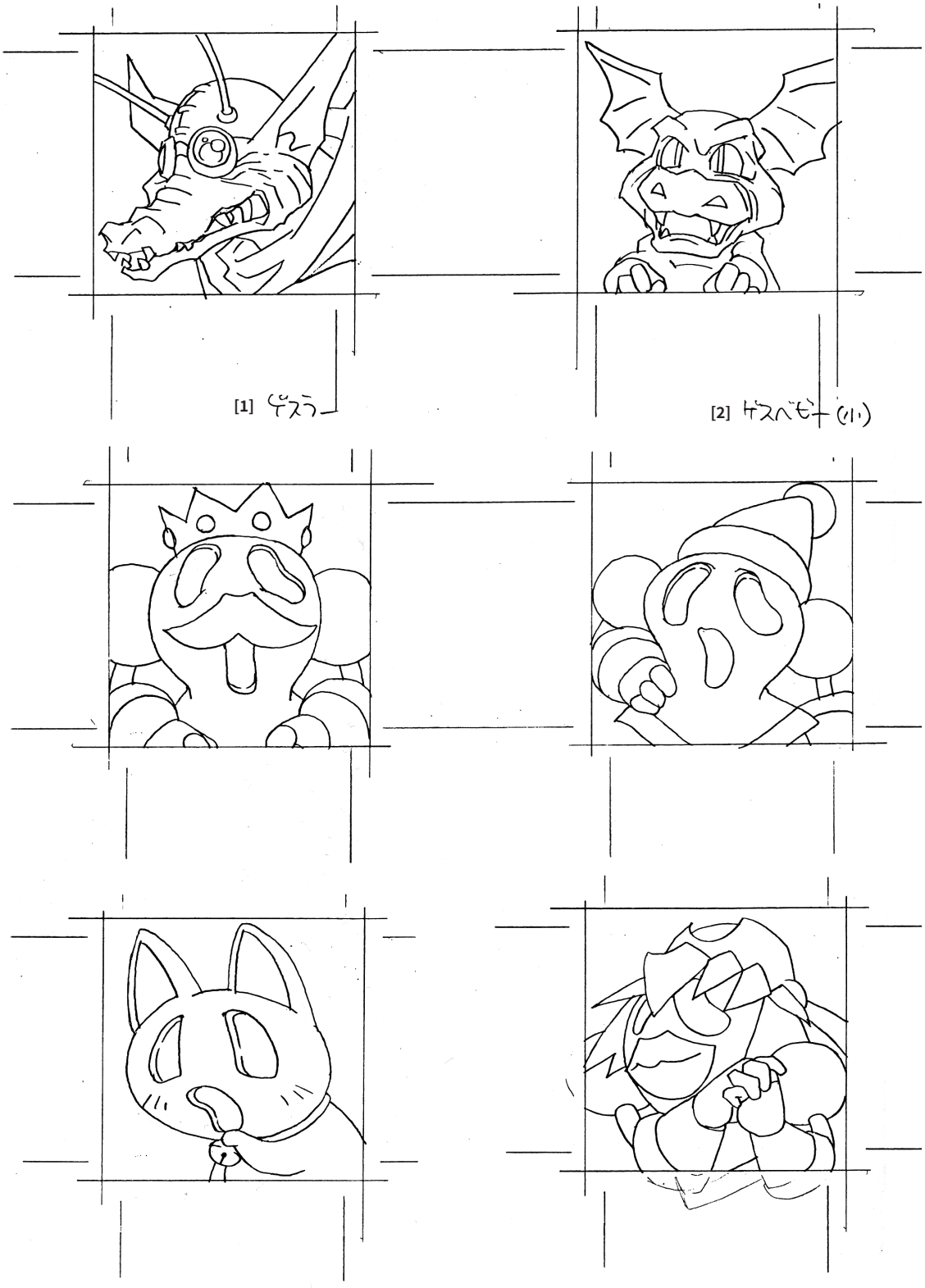
[5] *Kyaa*

[6] *Calina*



[1] *Migen*

[2] *Migen Boy (as little)*

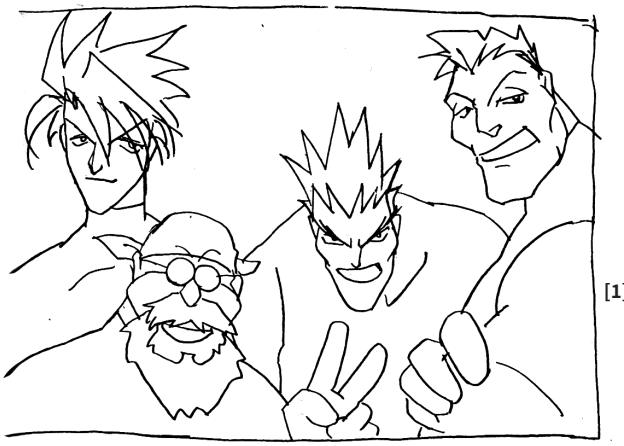


[1] *Beastector + Professor when they were humans*

[2] *Merco, Theo, Lunar, Tarus*

[3] *Marina, Theo, Lunar, Merco, Tarus*

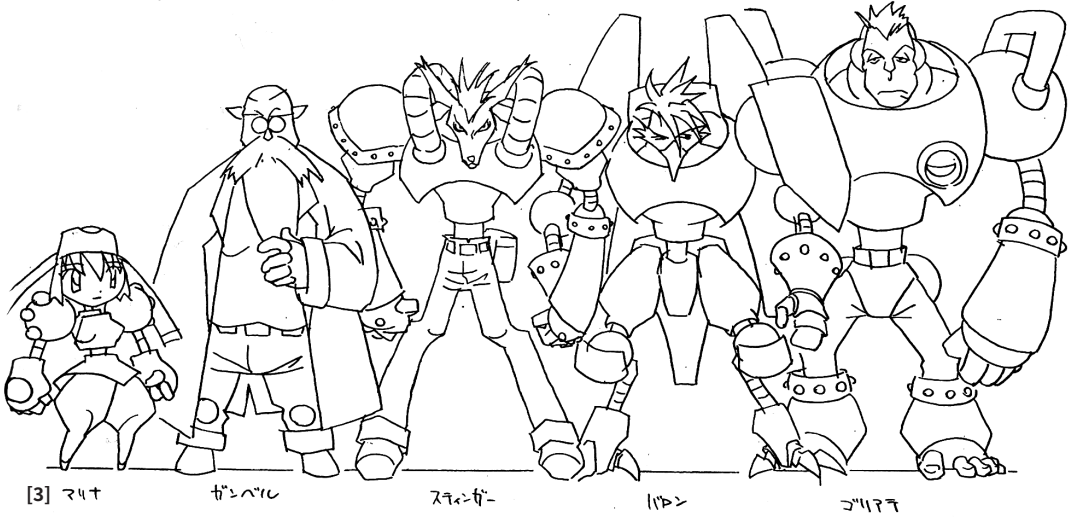
Unused Demo graphics. Well, I'm not scared of retakes and such alright.



An image... of a photo of "back when the Beastector was formed". Theo is a little younger.

[1] 三幹部＋博士
人間の頃

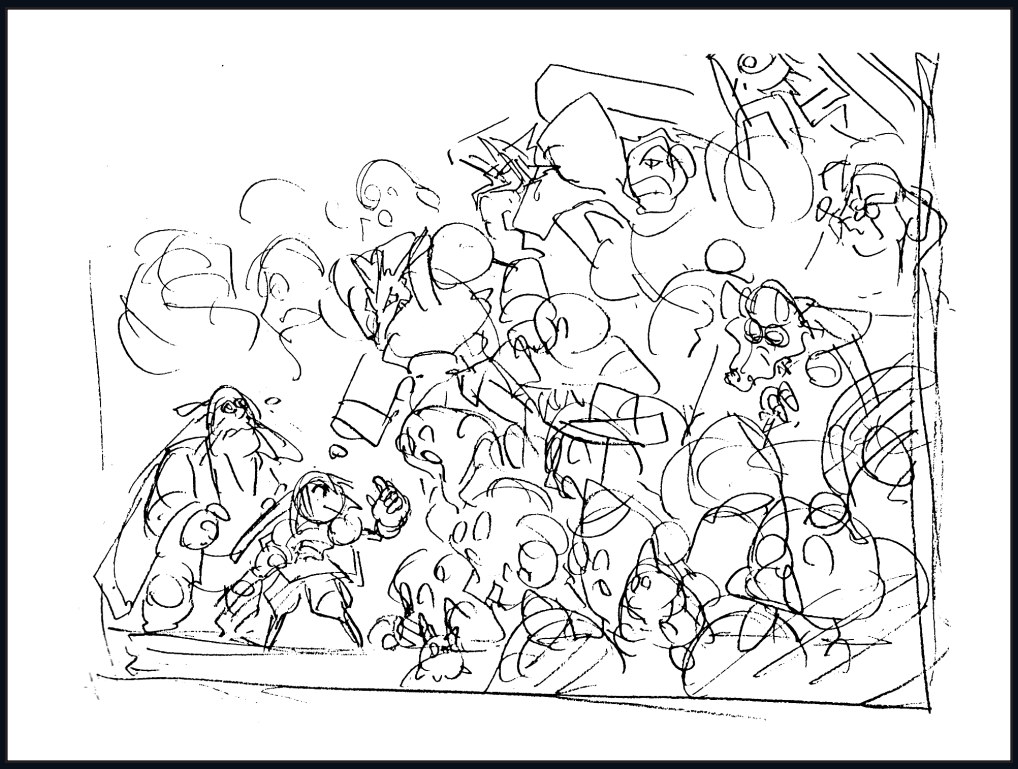
[2] バロン　ガンベル　スティンガー　ゴリアテ

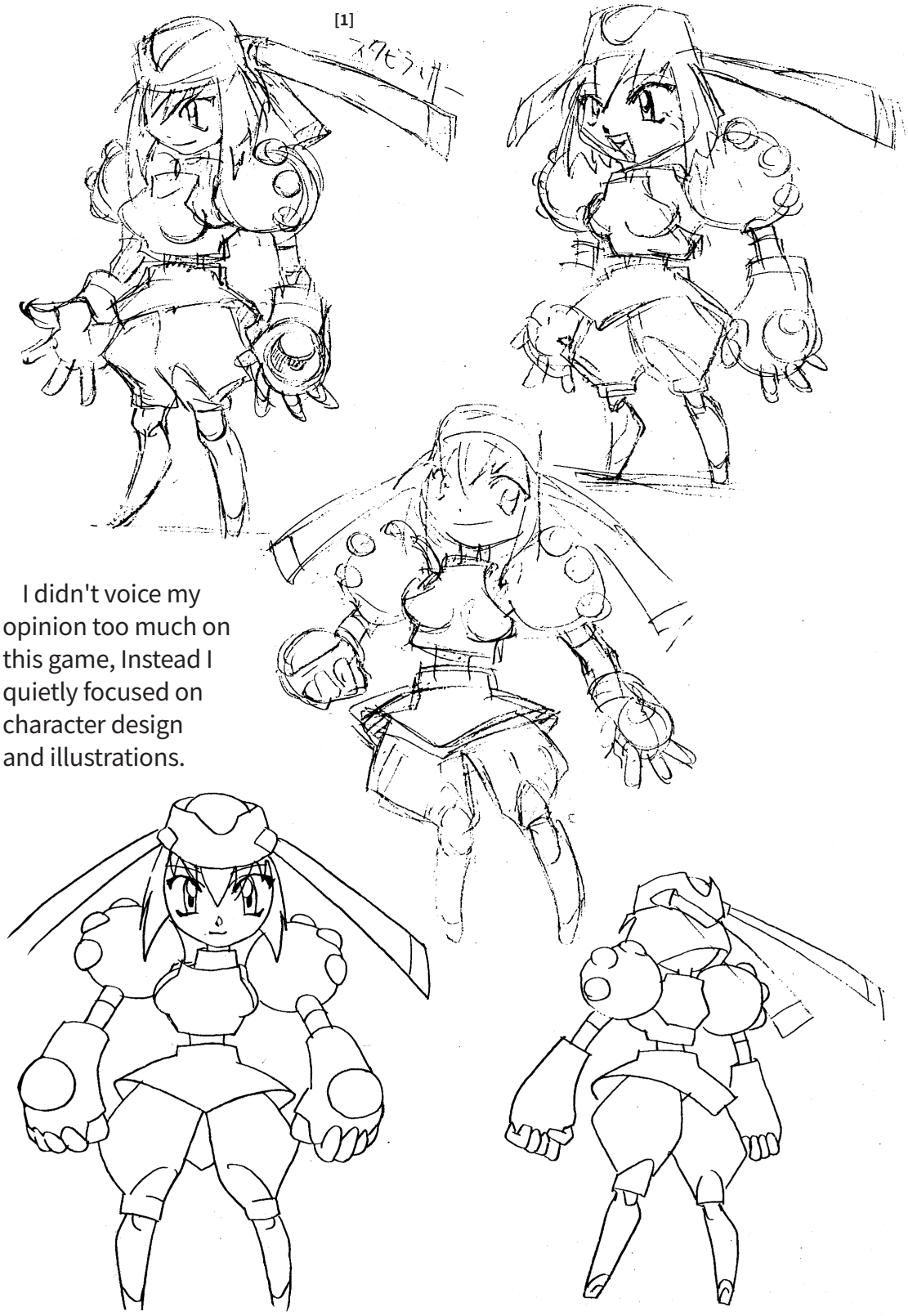


[3] マリナ　ガンベル　スティンガー　バロン　ゴリアテ

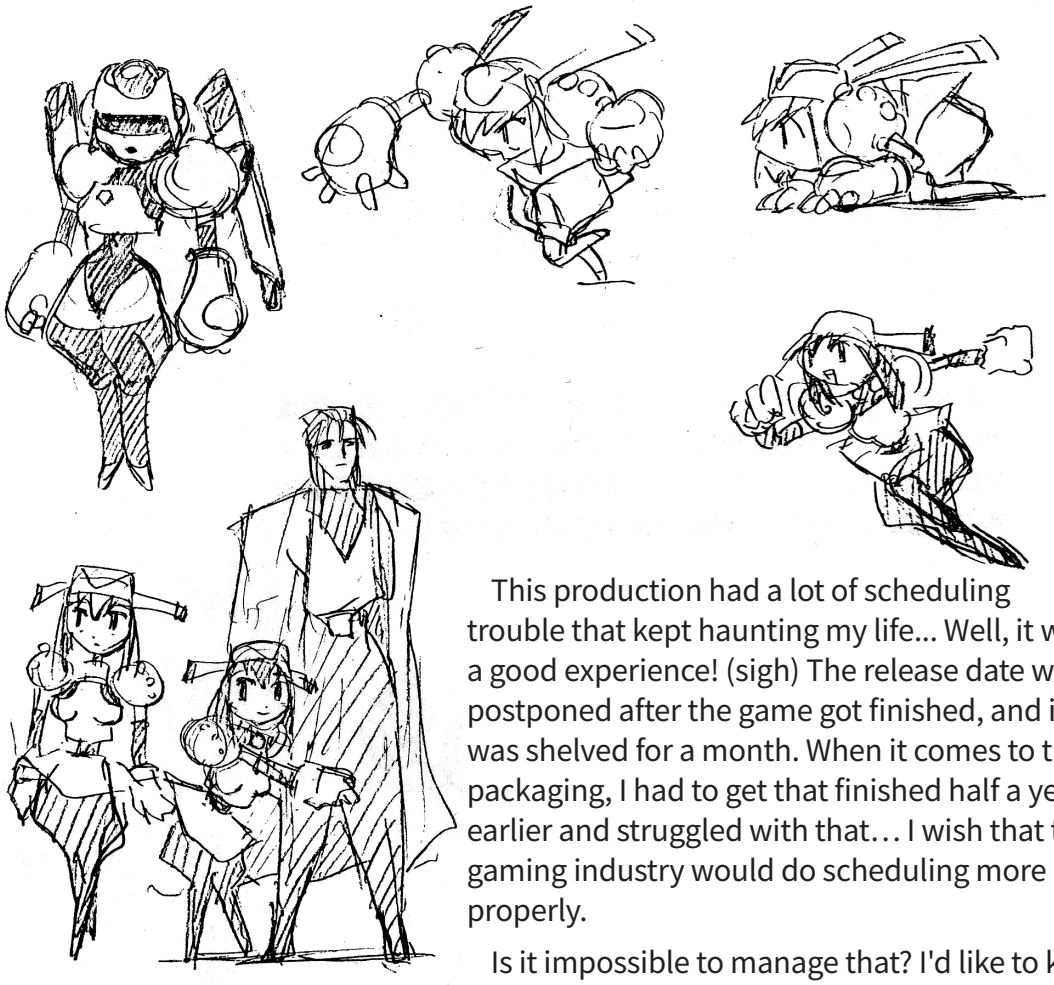
SKETCHES

らくがき



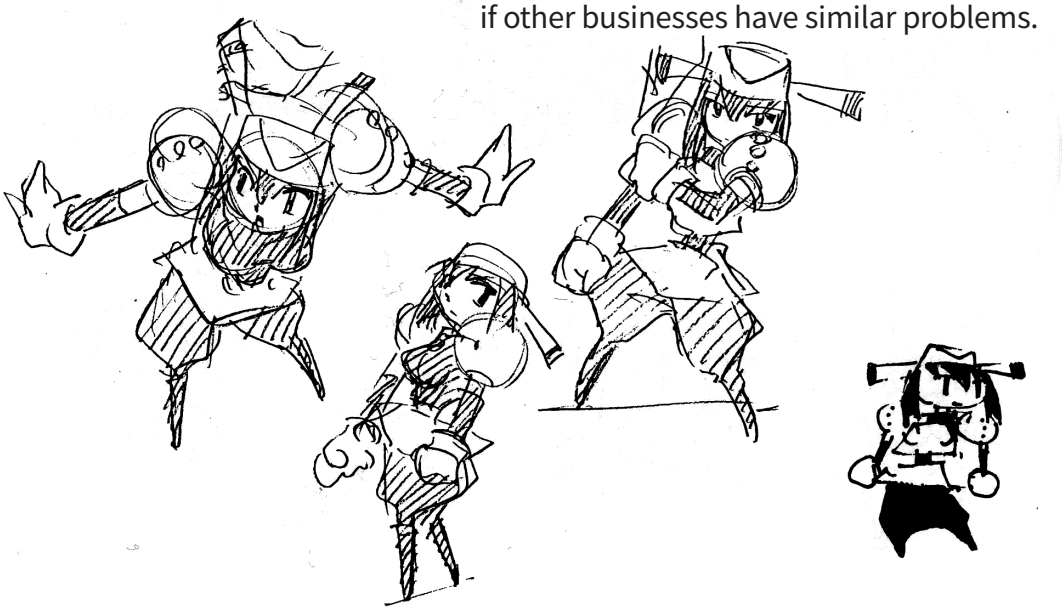


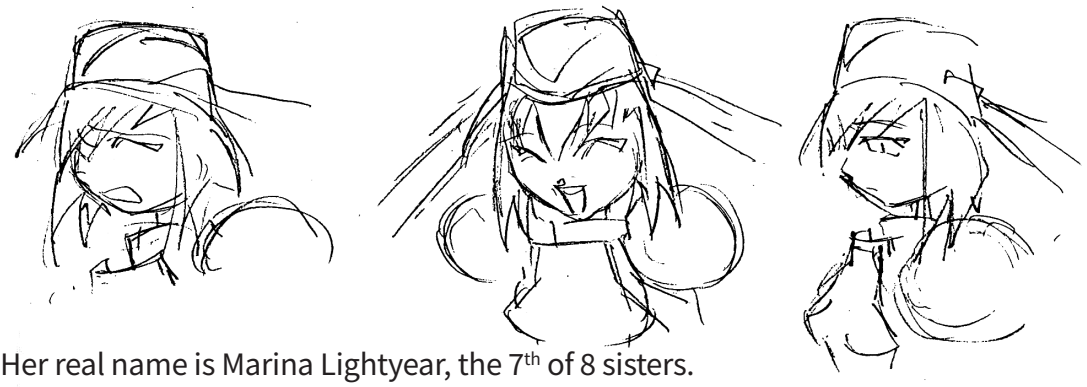
I didn't voice my opinion too much on this game, Instead I quietly focused on character design and illustrations.



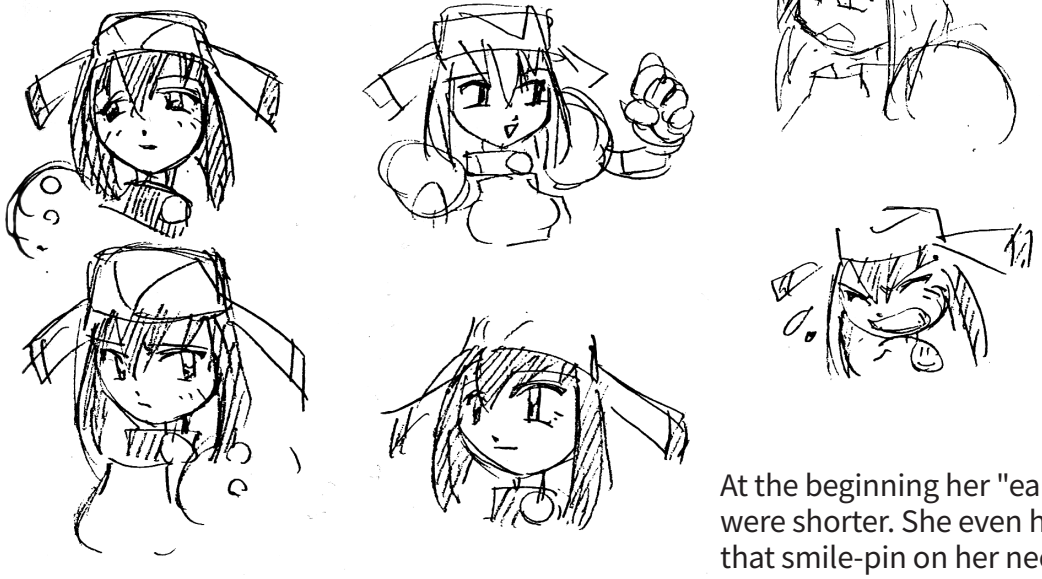
This production had a lot of scheduling trouble that kept haunting my life... Well, it was a good experience! (sigh) The release date was postponed after the game got finished, and it was shelved for a month. When it comes to the packaging, I had to get that finished half a year earlier and struggled with that… I wish that the gaming industry would do scheduling more properly.

Is it impossible to manage that? I'd like to know if other businesses have similar problems.

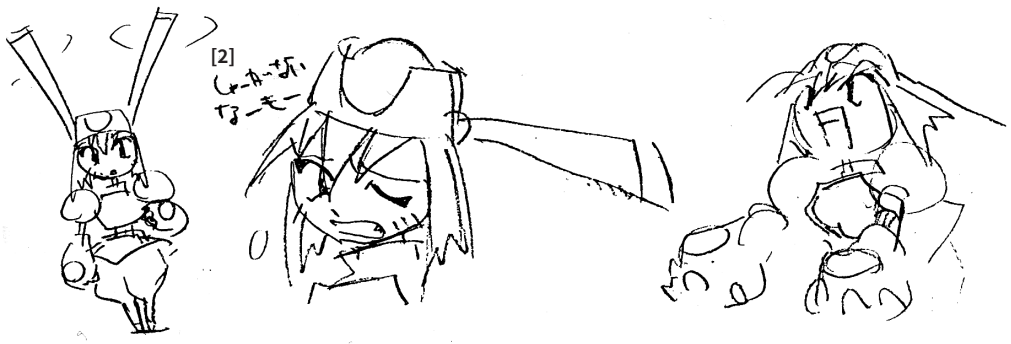




Her real name is Marina Lightyear, the 7th of 8 sisters. In the old setting, Theo made this maid robot after the passing of his wife who was named Maria. That being said, in the end nobody except us developers know this. Her title, "Muteki Sentou Maid Robot Marina" is a spoof of the movie title "Muteki Tekkou Maria"[1]...



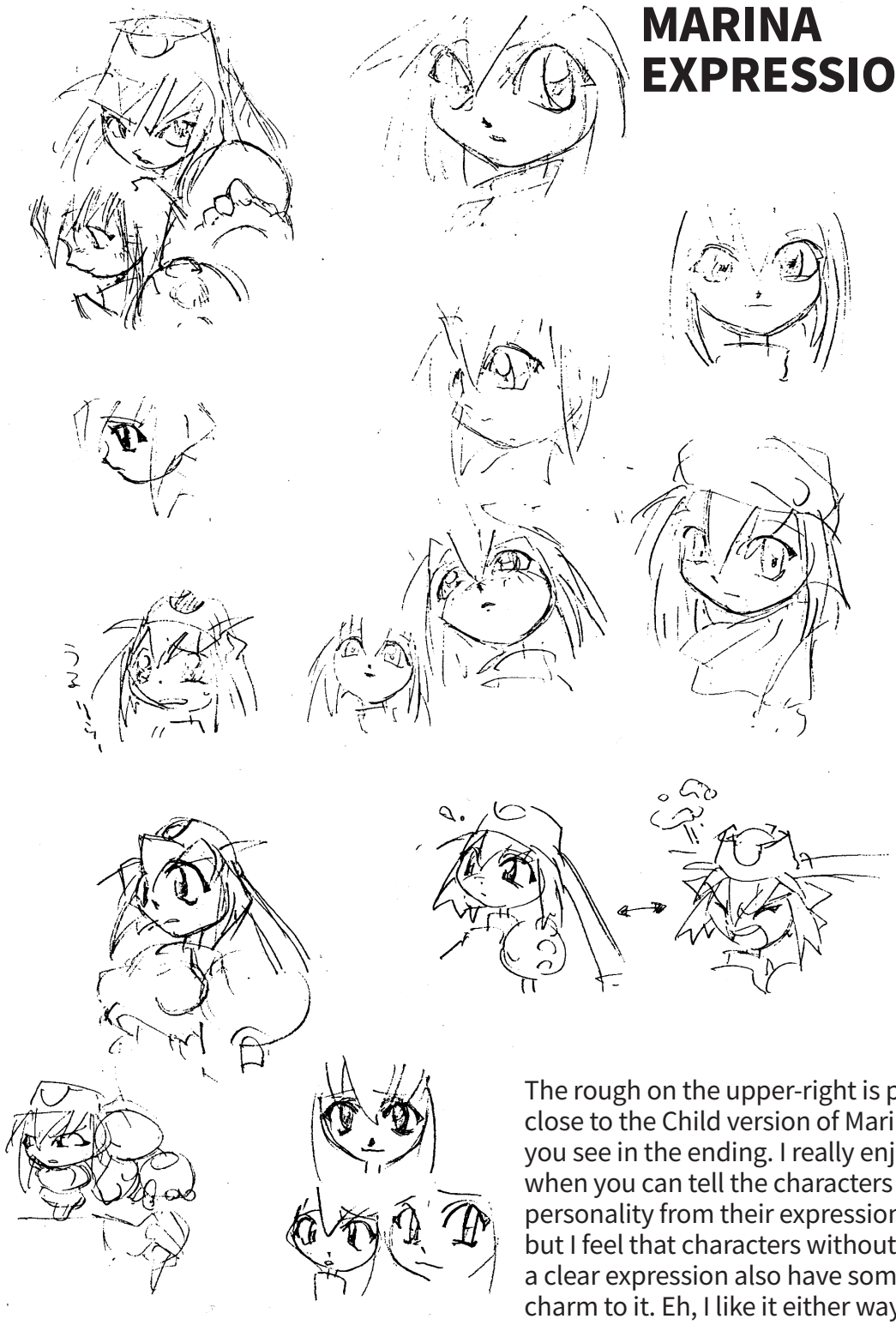
At the beginning her "ears" were shorter. She even had that smile-pin on her neck...



[1] ***[This is the Japanese version of "Ultra-Intergalactic-Cybot-G" which seems to be a joke that leads to a Hong Kong movie that is now in English as "I love you Maria"]***

[2] *"Guess I have no choice...ughh..."*

MARINA EXPRESSIONS



The rough on the upper-right is pretty close to the Child version of Marina you see in the ending. I really enjoy when you can tell the characters personality from their expressions, but I feel that characters without a clear expression also have some charm to it. Eh, I like it either way.

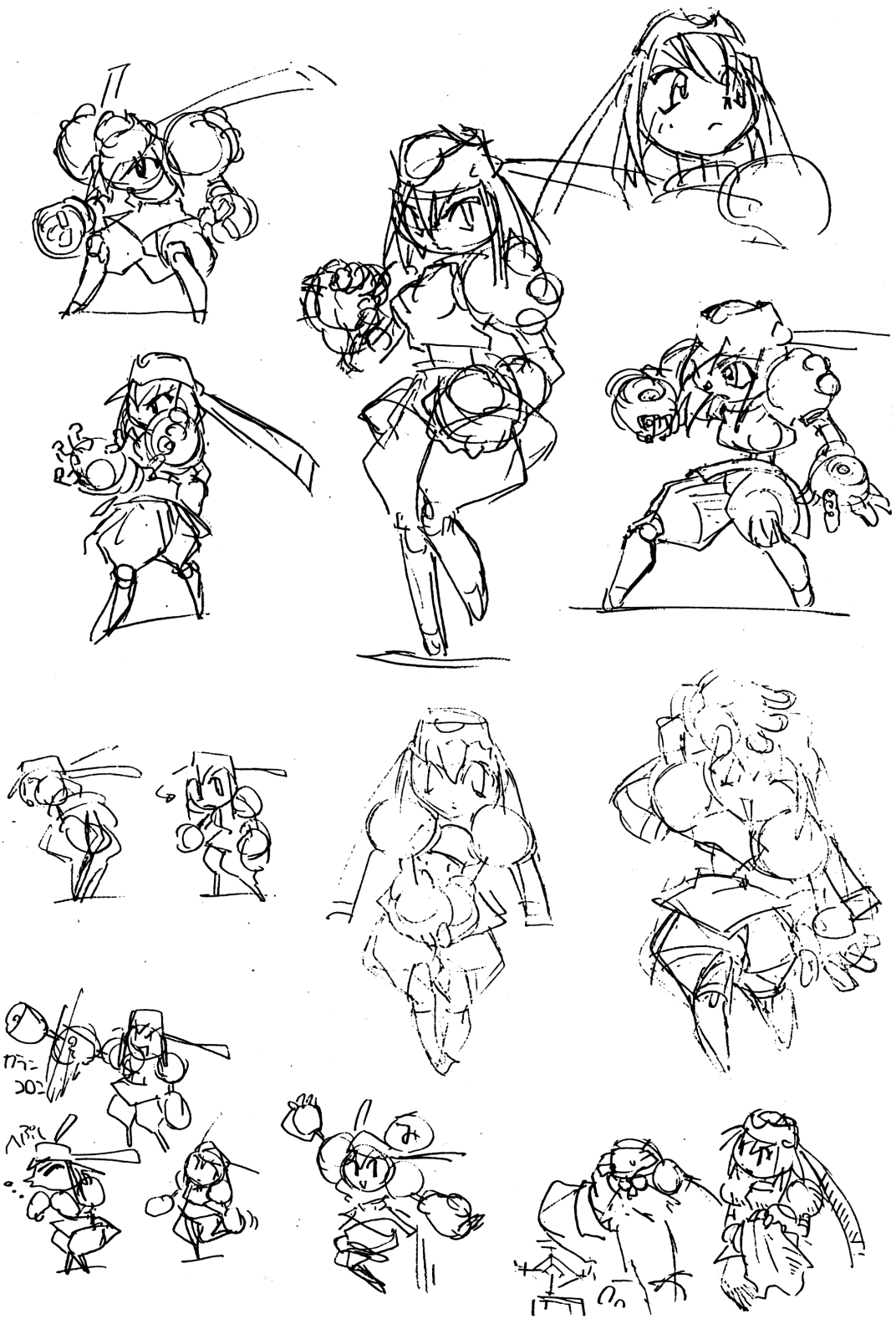
At first her hat had a Siren light. The sketch below was just something I drew for no reason.

[1] *Jet Stream Attack*

[2] *The Union calls it "Skirt accessory" and are terrified of it. (joke)*

[3] *Ultra-Slim Plasma-Vernier-Skirt*

[4] *The tights on the legs "looks like" are carbon-coated, in order to withstand the heat from rockets*



[1] *Doge (piercing sound effect)*

[2] *Mubuu! (grumble)*

The somewhat-attractive looking “Collection”

[1] ***[He's referring to Hideyuki Suganami, who also goes by the names "FINAL/NAMI" and "CHOCO MONKEY" in the games credits]***

[2] *Triangle Jump*

[3] *Dash-slide when holding things*

[4] *Dash-Throw (Slide-Throw)*

[5] *Shake*

[6] *Muka Pi! (anger)*

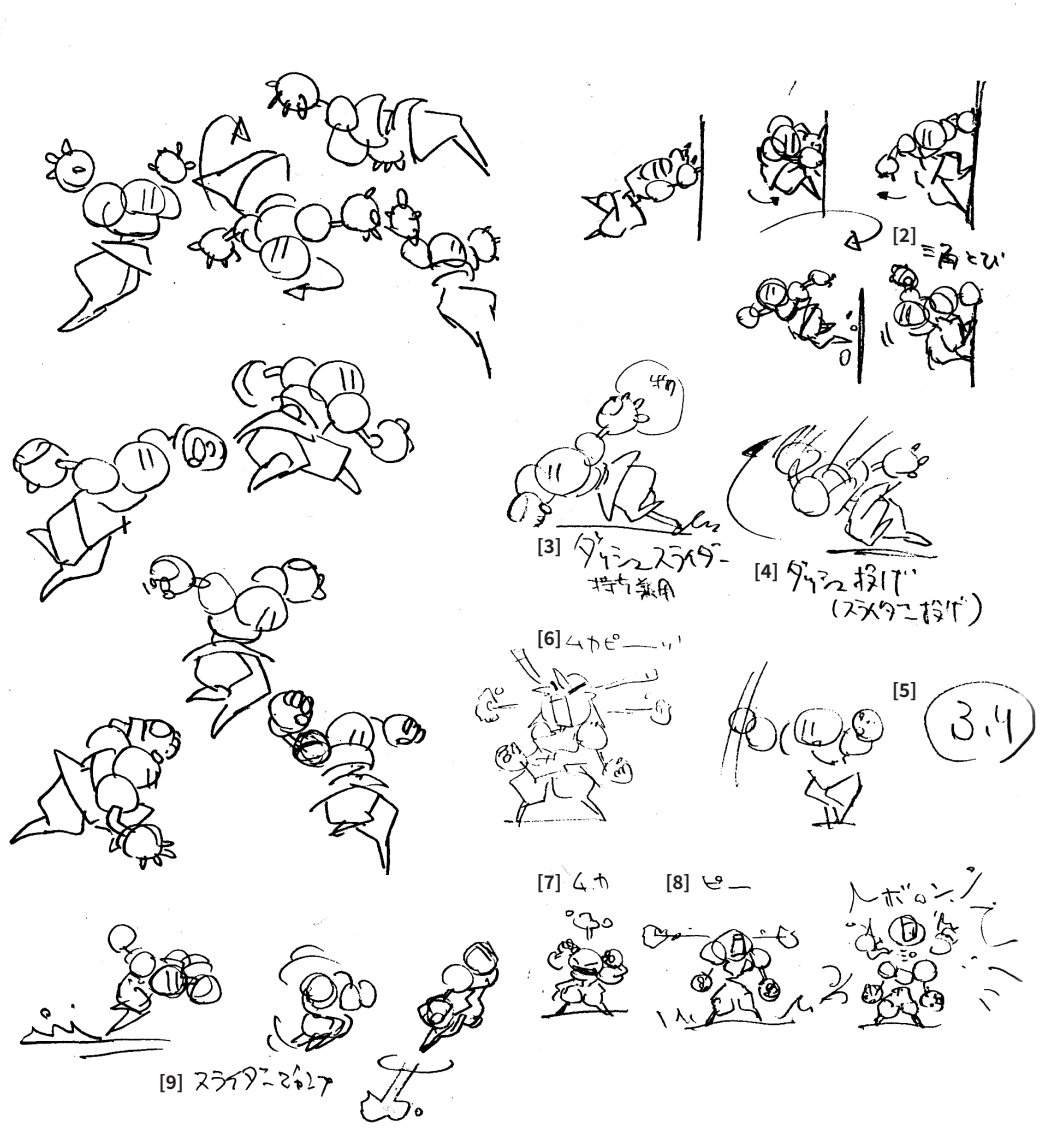
[7] *Muka (anger)*

[8] *Pi! (anger)*

[9] *Slide Jump*

I was truly surprised when I realized this was becoming a proper, finished game. Was it due to the strong drive of the planner, who is also a programmer – a man who makes the impossible possible, a triple-A king of guy? Speaking of him, he was with us during the development of Gunstar Heroes. After making quite a scene and then leaving, he somehow found his way back to the team.[1] After all, on the battlefield, it doesn't matter how many lives you have if you don't have people who can over your back. You simply won't have enough lives if you can't form a reliable team who you can entrust your back to.

I'd like to be someone people could rely on like that… And if possible, I want to find many such comrades.



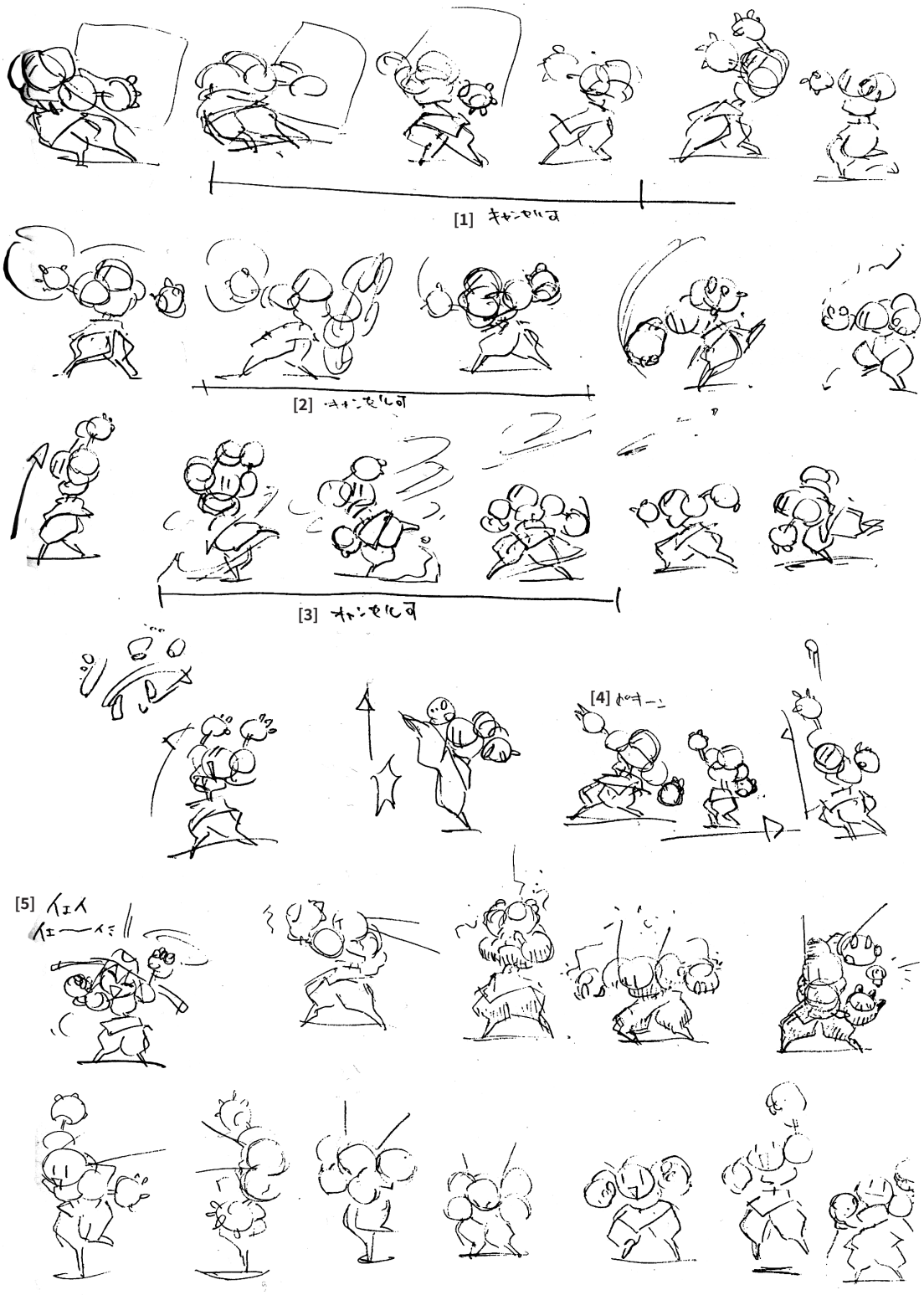
[1] *This part is skippable*

[2] *This part is skippable*

[3] *This part is skippable*

[4] *Tension*

[5] *Yay! Yaaaaay!*



[1] *Drop*

[2] *Drop*

[3] *Drop*

[4] *Grab*

[5] *Stance*

[6] *Fails*

[7] *Scatter effect*

[8] *When grabbing an opponents attack (example fist) character automatically back flips (and counters by kicking) which throws the opponent backwards. While doing this you could knock everything in your surrounding away.*

[9] *Counter Chance! Knocks away surroundings! Kicks away opponent We got a winner!*

[1] *Professor Theo*

[2] *Lolicon Geezer*

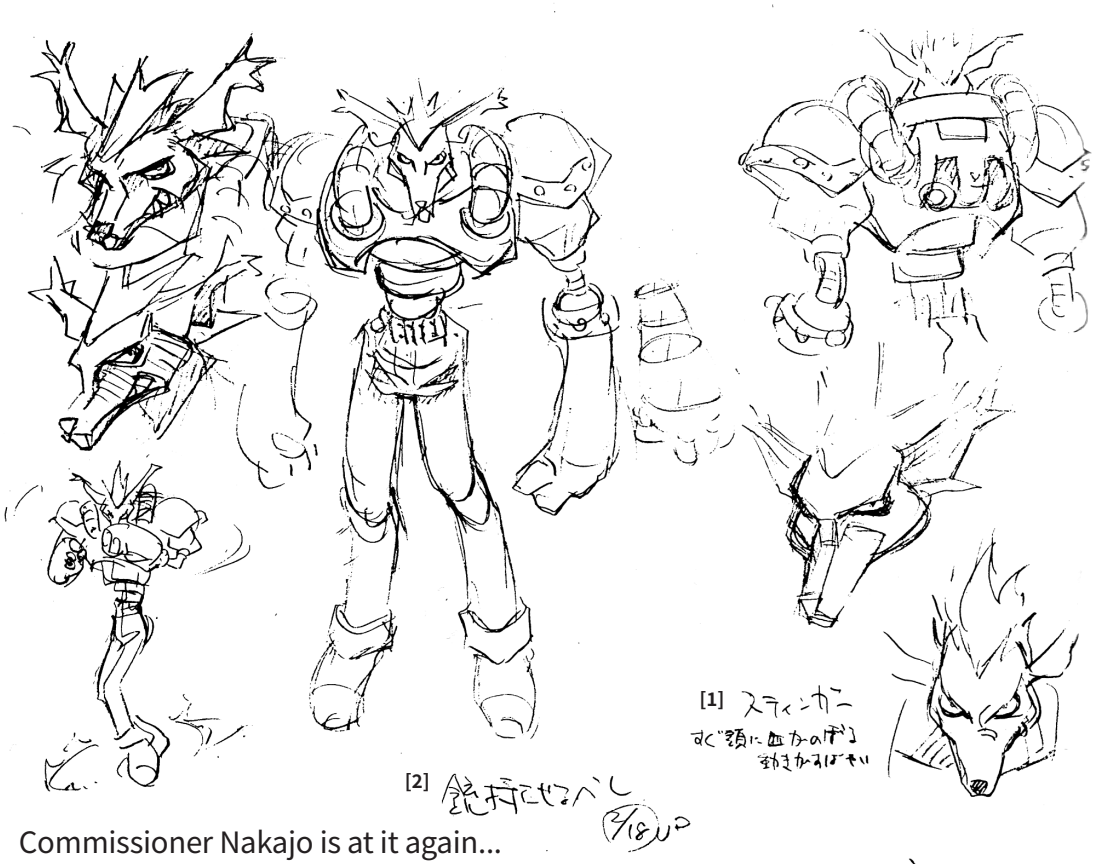
[3] *Marina, I got to make an inspect...*

[4] ***[SOUND]** Goooooh*

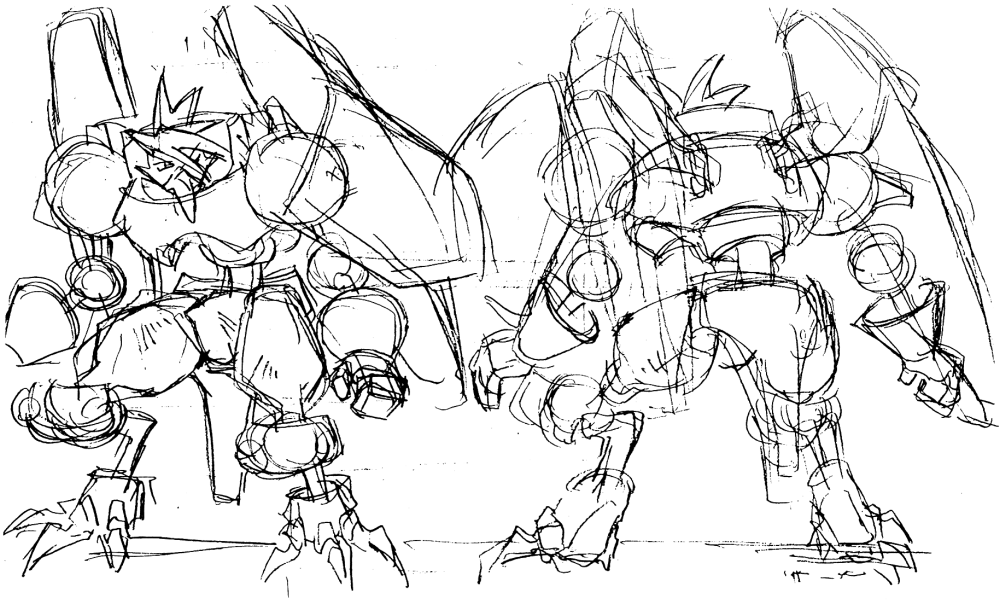
[1] *Lunar*
Easily gets worked up, moves fast

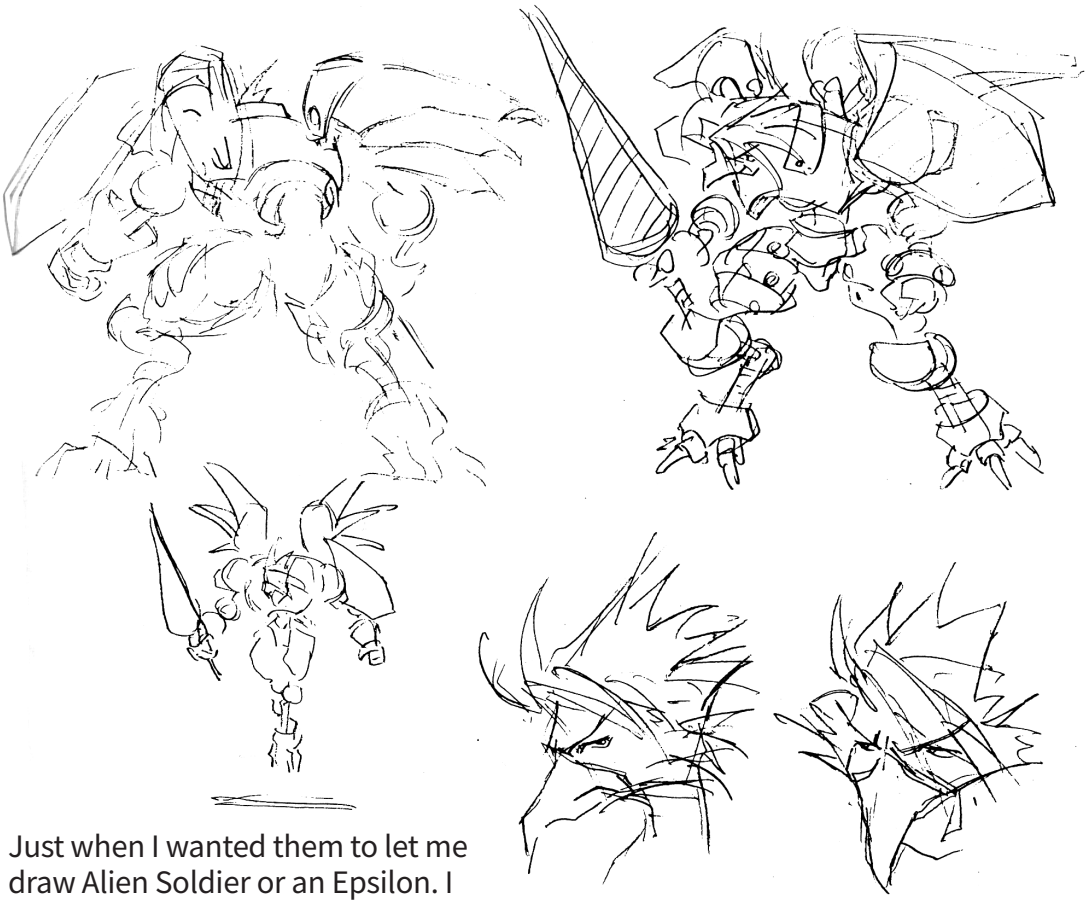
[2] *Skilled with firearms*

[3] *Tarus*
Doesn't like to think, imminently enters the action

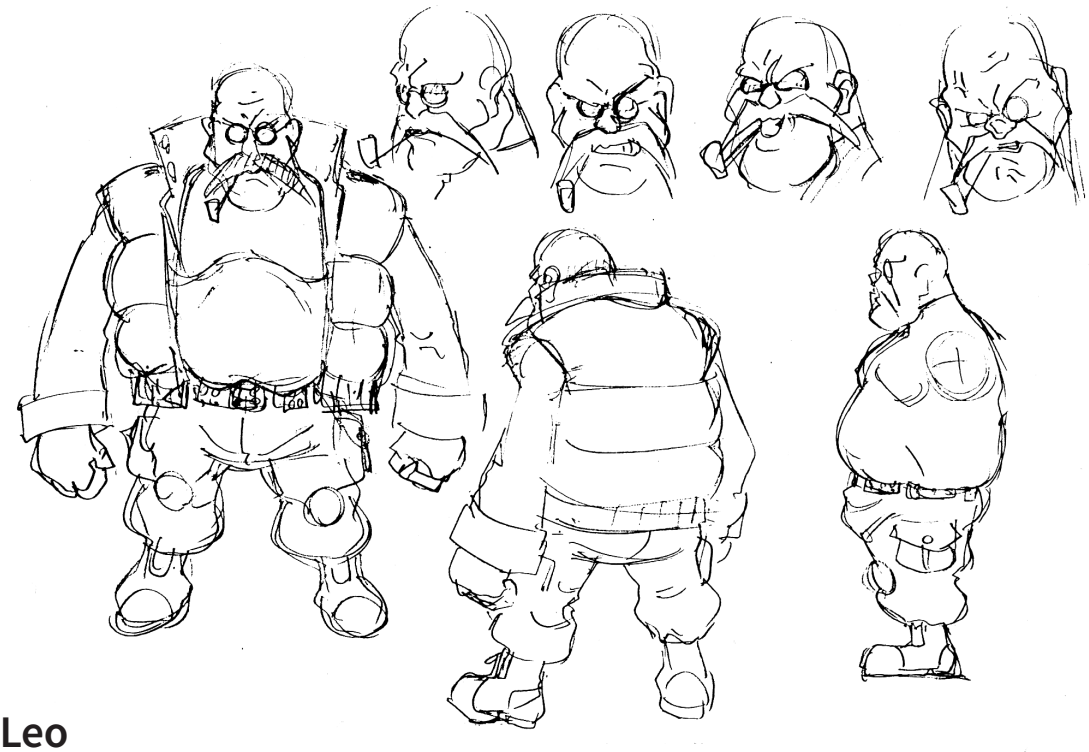


Commissioner Nakajo is at it again...
Gori is acting like Altron Gundam...



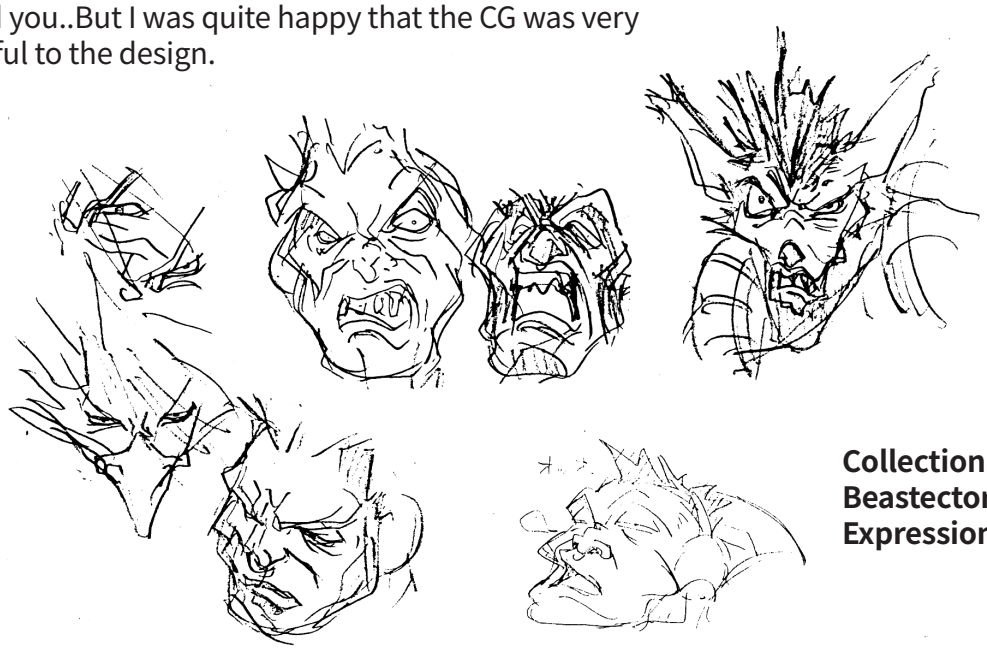


Just when I wanted them to let me draw Alien Soldier or an Epsilon. I did this, Merco.



Leo

Homo-Geezer. Sigh...He wasn't like that at the beginning mind you..But I was quite happy that the CG was very faithful to the design.

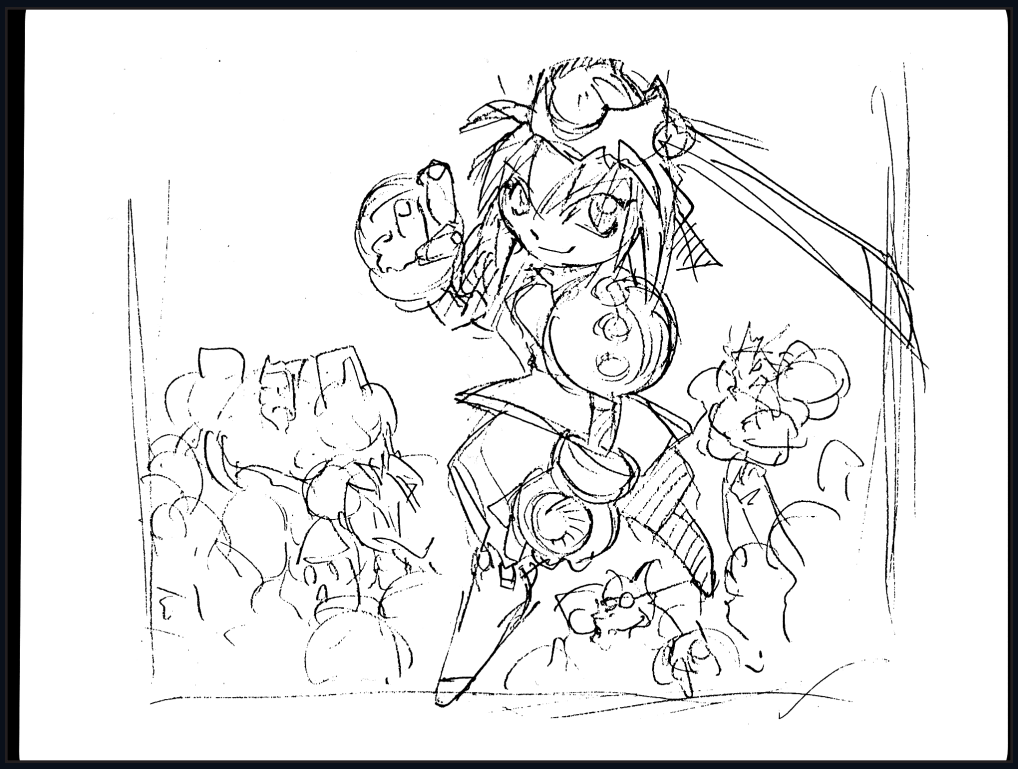


Collection of Beastectors Expressions?

Illustrations intended for the CD Single. I like how the grown-up Marina turned out. Have you seen the ending yet? Just send me a video of your perfect play through.

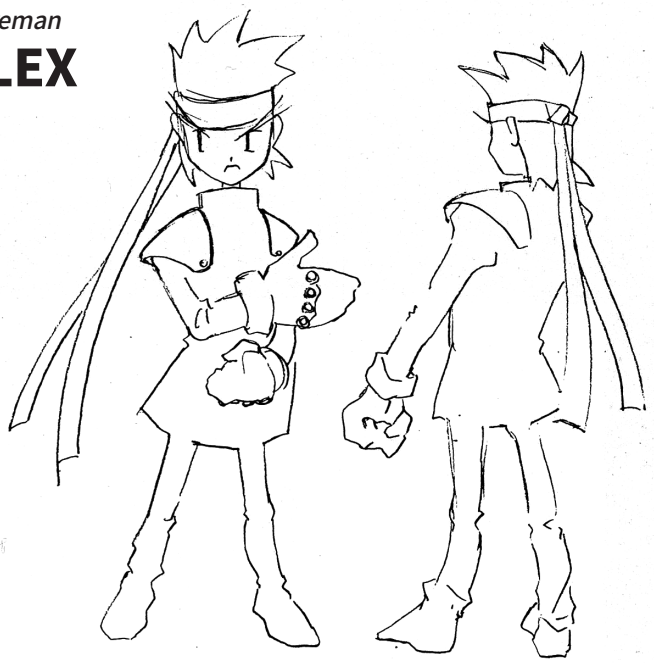
PRE-PRODUCTION PLANNING

前段階企画



Fireman

ALEX

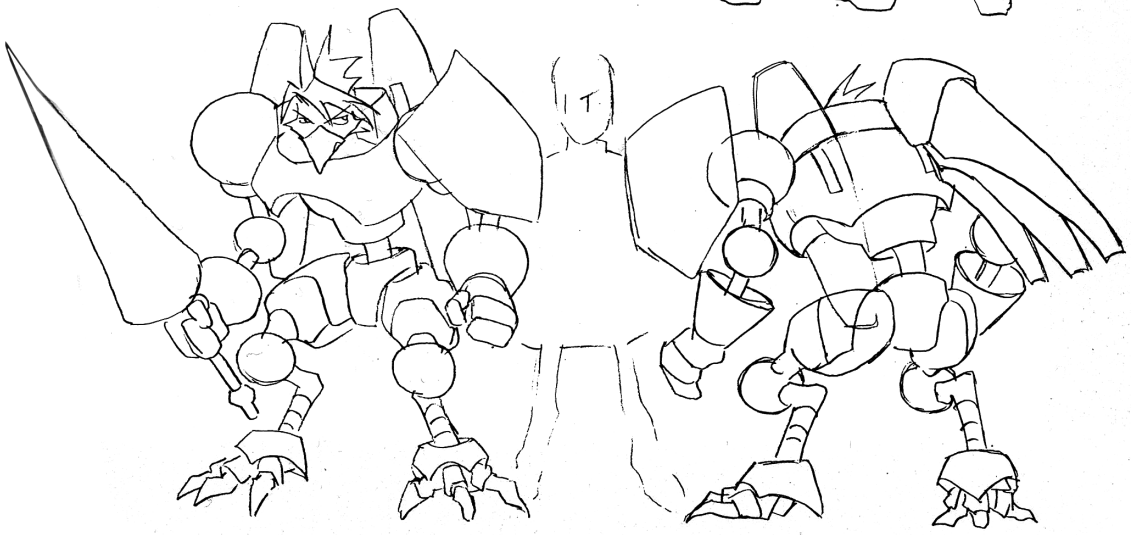


Merco made it to Mischief Makers without any changes. Our leader likes these type of characters I suppose. His comments had phrasings like "getting grabbed by the spiritual collar" in it (haha). I aimed for an "Epsilon" design.

Thunderbird

BARON

(Merco)



Water Dog

FIANA

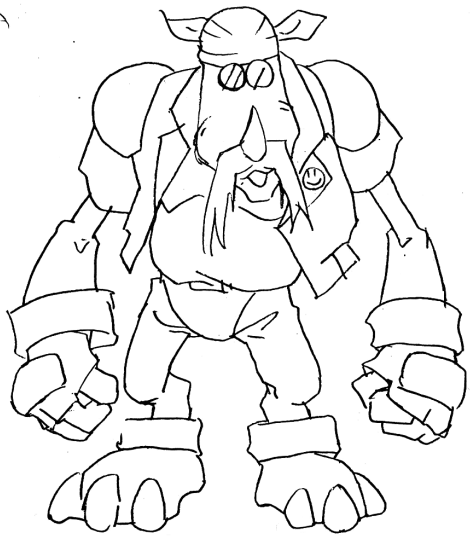
The male one is both her older brother and rival, of course

Below is Theo, who later became that perverted geezer.

Grand Rino

GANBERU

(Theo)



We ended up scrapping most of the pre-production stuff and starting basically from scratch. I got to do a lot of tampering with the characters. The things we kept in the end were the Clancers, Migen, and a few others. After that everything was done through the struggles of our planner/programmer and we somehow ended up with a game. Truly a miracle.

[1] ① 無敵鉄甲マリナ

[2] ② 快投セントルイス

[3] ④ ワンダープロジェクトM

[4] ⑧ 1.2 勇者ガンベル or 機動武闘伝Gガンベル

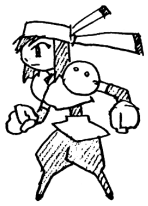
[5] ⑨ スーパーマリナ シスターズ

[6] ⑫ 大俺悔時代

..Well, if we were to use any of the titles above we surely would be in trouble... I'm thinking at least "Wonder Project" or "Super Marina" could work since both Enix and Nintendo are involved with this... No?

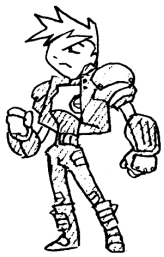
[7] 無敵鉄甲マリナ

ぼくらのヒロイン
元気な女の子だ



[8] 電撃刑事 ライバン

熱血青年
今日も宇宙の平和を守ってるぞ



[9] 超重戦士 ダイゴロー

気はやさしくて力持ち
カレーを作るのがうまいぞ

[10] 中央不敗マスターガイア

拳を極めた彼女は無敵だ
怒るとこわいぞ

[1] *"Muteki Tekkou Marina" (Roboforce - I Love Marina)* ***[Again the title of a Hong Kong movie but with Maria replaced]***

[2] *"Kaitou Saint Year" (Throwing Saint Year)* ***[Probably a pun of the series "Kaitou Saint Tail]***

[3] *"Wonder Project M"* ***[spoof of Enix's "Wonder Project J"]***

[4] *"Brave Ganberu (Theo)" or "Mobile Fighter G Ganberu"* ***[spoof of "Mobile fighter G Gundam"]***

[5] *"Super Marina Sisters"*

[6] *"Daikoukaijidai" (Age of Regrets)* ***[Wordplay of "Age of Discovery]***

[7] *Muteki Tekkou (Invincible Armored) Marina - Our heroine, a cheerful girl*

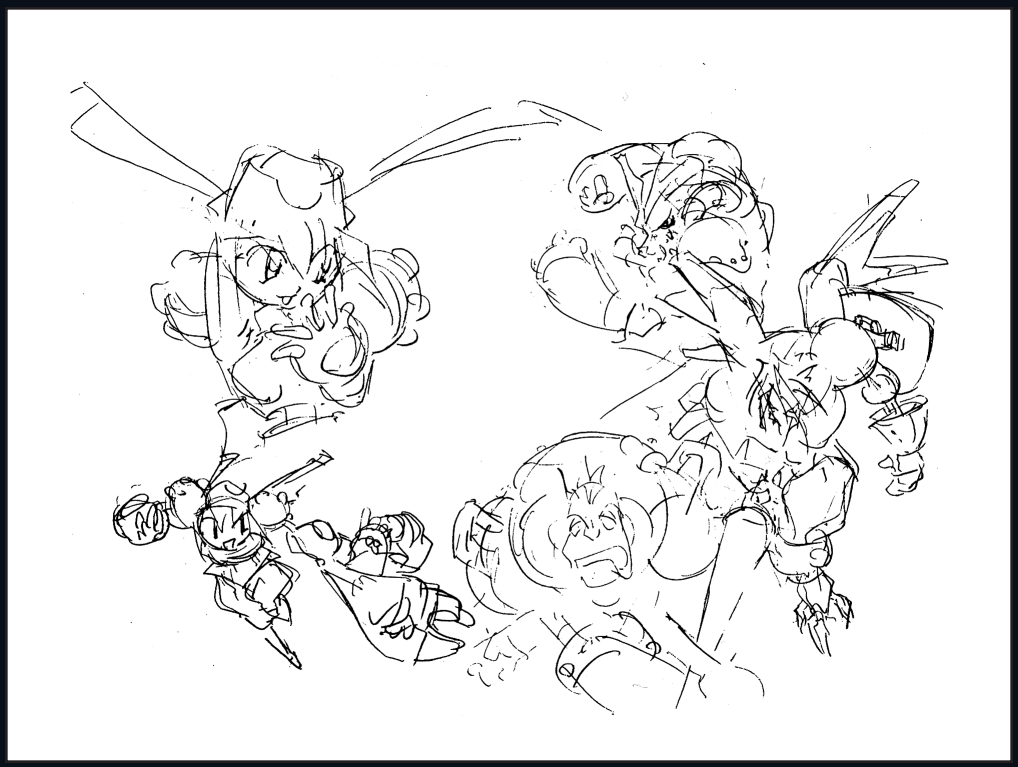
[8] *Dengeki Keiji (Electric Detective) Raiban - Energetic young man, still protecting the peace of the universe to this day.*

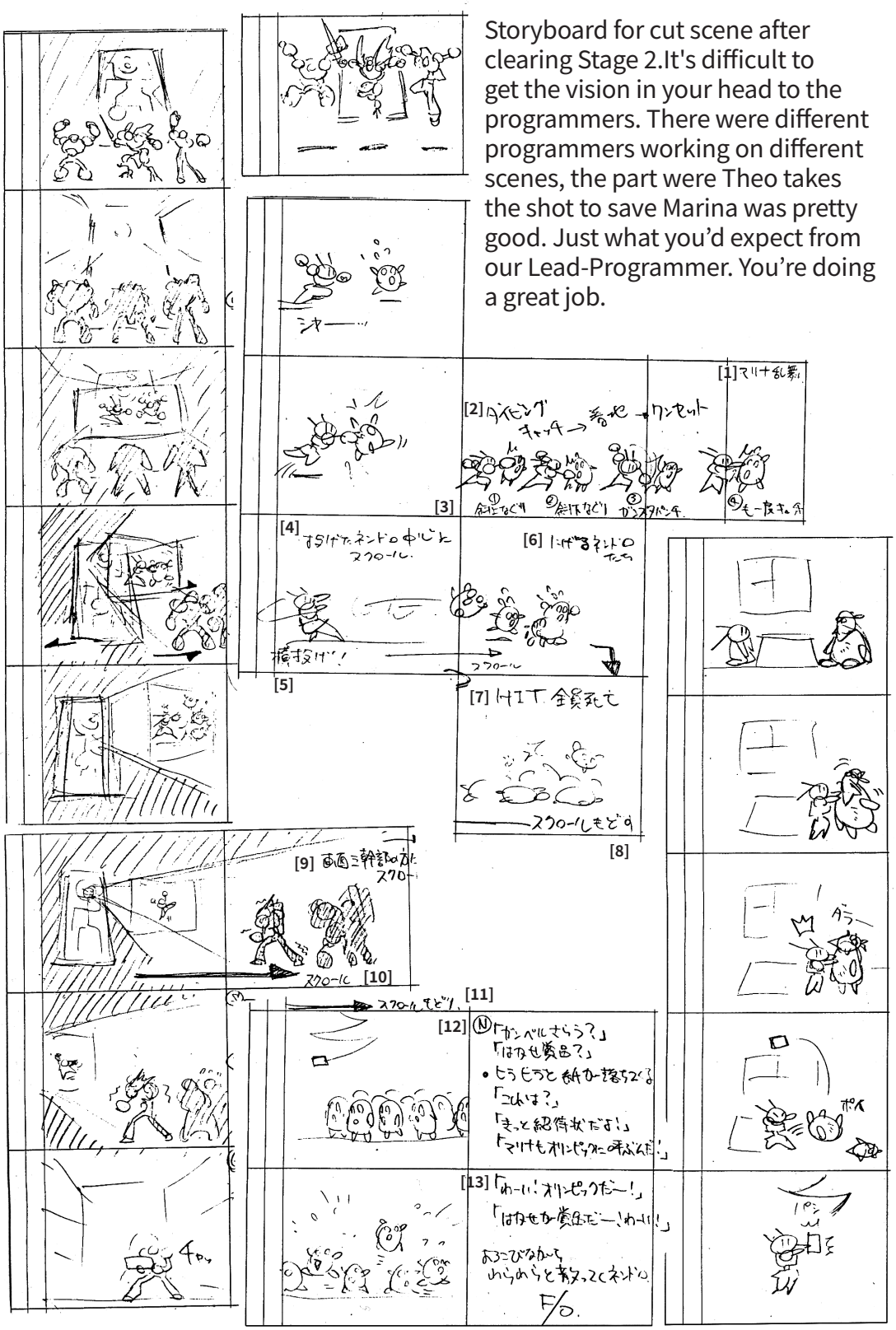
[9] *Choujiuu Senshi (Very Heavy Soldier) Daigo - Caring while strong, he's great at cooking curry you know.*

[10] *Chuou Fuhai (Undefeated) Master Gaima - An extremely skilled fist-fighter, she's quite scary when she gets angry.*

DEMO & ENDING

デモ&エンディング





Storyboard for cut scene after clearing Stage 2.It's difficult to get the vision in your head to the programmers. There were different programmers working on different scenes, the part were Theo takes the shot to save Marina was pretty good. Just what you'd expect from our Lead-Programmer. You're doing a great job.

[1] *Marina dance*

[2] *Diving*
Catch ➡ Land
➡ Victory

[3] *① Punch*
② Extra punch
③ Gunstar-punch
④ Catches once more

[4] *Camera scroll fixed on the thrown Clancer*

[5] *Throws to the right*

[6] *Clancers running away*

[7] *HIT everyone*

[8] *Scroll back*

[9] *Scroll towards the Beastector*

[10] *Scroll*

[11] *Scroll back*

[12] *"Kidnap Theo!?"*
"That means he's the prize to be won?"
a piece of paper falls down
"What is this?"
"It's an invitation card!"
"Marina was also invited to the Athletic Fest!!!"

[13] *"It's time for the Athletic Fest, and the Prof. is the Grand Prize!!"*
all the Clancers scatter around in happiness
F/O ***[FADE OUT]***

[1] *"GET" sound*

[2] *SE **[SOUND EFFECT]** (glittering)*

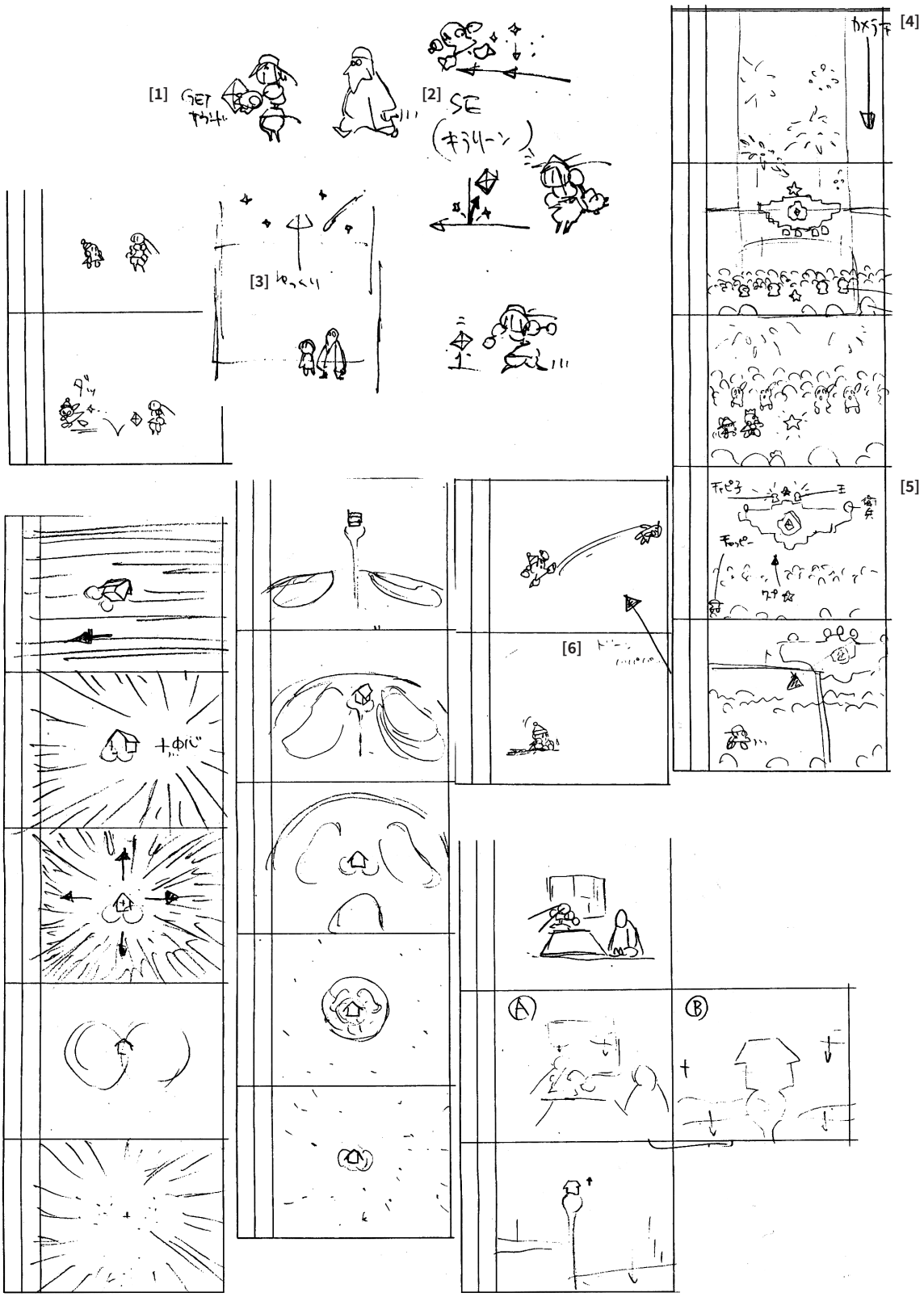
[3] *Slowly*

[4] *Camera scroll*

[5] *Celes **[Top Left]***
*King **[Top Right]***
*Guard **[Below King]***
*Teran **[Below Celes]***
*Warp **[Bottom center]***

[6] *Boom **[Cut Off]***

[7] *Center focus*



If you put effort in it you should be able to see this ending.

Do your best to collect the Yellow Crystals!

You probably won't be able to see the ending with just brute force alone. Refer to the walkthrough on the next page to see it all the way through!

Remember, dash with the D-pad and let the C-buttons do the shaking!

GOLDGEMS HINT-GUIDE

1-1 Destroy the brown statue

1-2 Upper-right from where you get the Clancer-Bomb

1-3 Shake the moving brown Clancer-ball, destroy the red Clancer-block and use that warp gate

1-4 At the floor where the thorns circle around

1-5 Shake the Spring-Clancer-ball to the right, do a long jump and get to the bomb Blow up the red blocks and shake the father

1-6 Shake the last bomb-throwing Clancer

1-7 Shake the Clancer-worm

1-8 Clear the stage without any allies left crying

1-9 Destroy the two Red Clancer-blocks among the thorns*

1-10 Above the starting point

2-1 Do a slide to catch it

2-2 Move above the goal

2-3 Do a Slide-Jump+Boost towards the arrow at the goal*

2-4 Quickly shake the Clancer-balls, shake the one close to the goal*

2-5 Go far past the goal to the right

2-6 Shake the Clancer-Bee (appears randomly)

2-7 Use the Clancer-balls to climb above the goal

2-8 Get into the thorns from the right and catch it*

2-9 Shake the Clancer below the spring-Clancer-ball

2-10 Climb above the goal then get into the gap to the left

2-11 Clear the level without getting hurt (Pay attention to Migen Jr's fists, grab them)

3-1 Have 12 blue gems in the Clan Pot and fuse them together

3-2 Shake the Shuriken-throwing Clancer that otherwise gets killed off at the beginning

3-3 Follow the arrow past the goal

3-4 Above the swinging Clancer rope

3-5 Shake the Clancer-ball then quickly catch the bomb, blow up the red blocks, shake the Clancer-Pot

3-6 Shake the Clancer-Dog (appears randomly)

3-7 Grab the Jump-Clancer to climb up to the left

3-8 Stop Lunars bullets 3 times*

3-9 Jump the skipping rope 20 times

3-10 Get below 11 seconds on 100 Meters

3-11 Win the match without cheating

3-12 Clear the level without getting hurt (Shake the missiles and gun Time it so that the gun points up)*

4-1 Warp at the second red gate

4-2 Grab the thunderbolt and throw at the Clancer-Frog

4-3 Shake Sarie

4-4 Grab the red gate with good timing MARINA is written above the goal, go to the A*

4-5 Destroy the thing at the bottom*

4-6 Grab Tarus fist when he punches and throw it against the wall

4-7 Destroy the 3 statues on the far right of the map

4-8 It's just in front of the goal

4-9 Hit the Clancer-Mole in the belly while it’s facing up (appears randomly)

4-10 Shake the Clancer to the right of the 4 green stones*

4-11 Clear the level without getting hurt (Once you've grabbed the legs, use the C buttons Back>Up>Down)

5-1 Destroy the 3rd Clan-Walker then shake the first black Clancer

5-2 Stop the laser coming from the "Kyaa" Machine

5-3 Shake 3 missiles

5-4 Steal Merco's lance and shake it

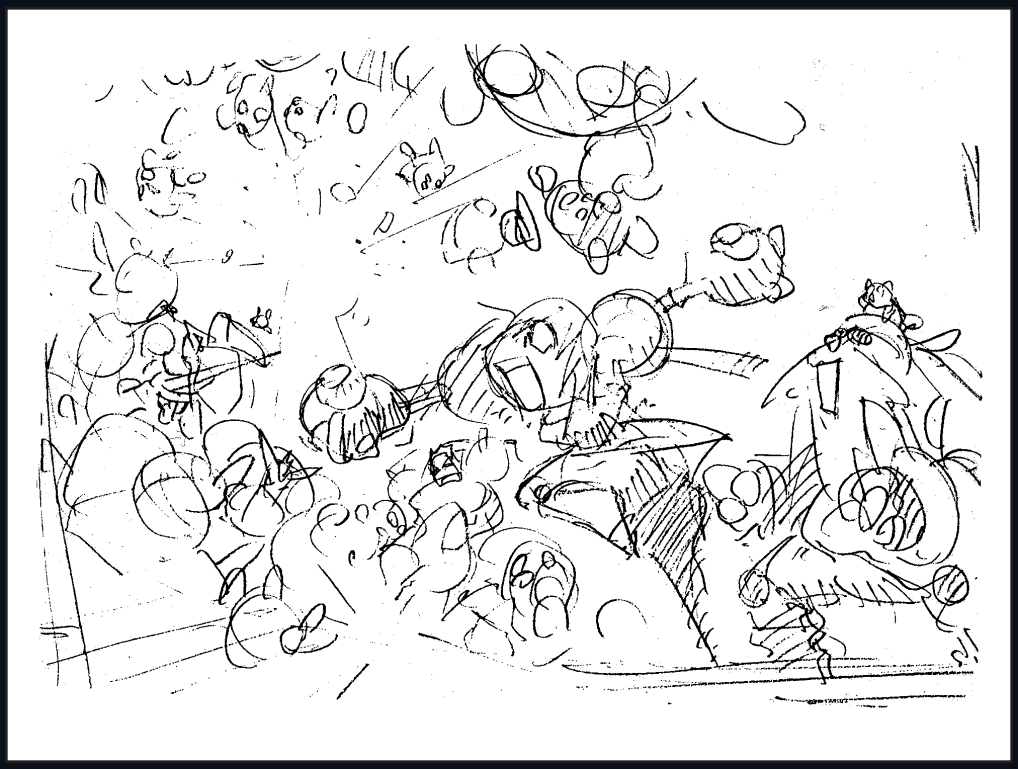
5-5 Solve all puzzles and shake the Clancer-ball to the far right

5-6 Clear the level without getting hurt (Counter the laser by grabbing it)

5-7 Shake the word "Dire"

5-8 Clear the level without getting hurt (Grab the punch)

5-9 If your total rank is an A mark, will show up on Teran when he punches, grab him



C.M.

**TO FINISH UP THIS YEAR,
MY WINTER COMES TO YOU!
PREPARE YOURSELF FOR
TOP QUALITY SUFFERING!
HAVE A HEATED WINTER,
FOR ME AND YOU..
EVERYTHING IS GREAT!**

HAN's Doujinshou

[Sketchbook Compilation #5]

Scheduled for release in winter '97

[1] *See ya next time!*

AFTERWORD

They say that sickness comes from the mind. This time again, some unthinkable stuff happened which brought me down. Well, as of late, things haven't gotten worse at least... I think everyone does a lot of struggling; we all can't go back after we've lived our lives, so let's do our best until we finally give up and pass away. I'm taking my own path in life. Sometimes life takes you to a different path from the one you're walking now; that must mean something. Even if it is a completely new direction, don't be afraid and take the step.

So, back to Mischief Makers. Because it's made for the Nintendo 64 — a console primarily targeted towards small children — and because it's a minor title, there can't be many who will know of this game. Even the sales of my books are declining...! However, precisely because it is a minor title, I must leave some sort of proof that it existed in this world. I did what I could to edit this thing together. Not that my struggles as a creator have anything to do with the consumers, but I'd like to hear your thoughts. A way of saying, 'Everyone, please cheer for me!!!' I suppose. It doesn't have to be your thoughts about this book; anything is OK. If you own a FAX machine, give me your number, and I'll 100% answer back. There might even be a surprise. Also, I'd like to hear from those whom I've gotten to know from a while back, regarding how everything is nowadays and so on. And I look forward to getting to know you new people as well.

With that said... If I'm still alive, we'll meet in the next game

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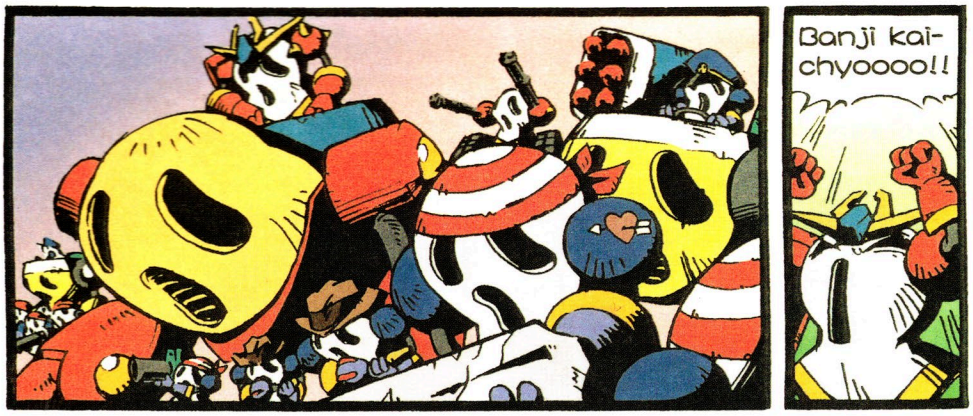

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BANJIKAICHYOU／はh